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I.D.E.A.S CENTRAL

Hi, Melissa R. here. This issue I.D.E.A.S Central has expanded to cover four pages — which means that each month we will be able to bring you more hints, tips and pokes for YOUR computer. And when you write to IC in the future, please enclose a recent photo of yourself — passport size if possible. Who knows, one issue you may open up C+VG and find your features staring out! Just imagine the fame at school, or being mobbed as you walk down the street! Send everything to Melissa Ravenflame, I.D.E.A.S. Central, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. See you next issue!



HELP

Virgin Games have been in touch with Ideas Central and asked us to pass on the following information to you. There seems to be some discrepancy between the Amstrad Disc loading instructions in the inlay and disc label and what you must type into the computer. Instead of RUN "DISC, Dan Dare requires **1** CPM (the **1** — or bar — is achieved by pressing SHIFT and @).

Mr Thomas of Essex would like some readers to help him on *William Wobbler*. He has only managed to last 30 seconds in the game, so he can't even get past the first hole. Has anyone done any better?

One game that seems to be causing a few grey hairs to appear is *Spellbound*. Michael Houlihan of London seems to be stuck in about the same place as everyone else —

namely the casting of the Cannelabrium illuminatis spell. He has collected the shield, candle and four leafed clover, but when he tries to cast the spell it says the time is not suitable. Who knows the right time?

A regular request in I.C. HQ are pokes for *Jet Set Willy I and II*. So, dig out your copies of these games and get playing. But, remember to make sure the pokes are

correct before sending them in. M Coulson of Cheshire has written in with some help for *A View to a Kill* codes — to pass from Paris Chase to Town Hall use QRS21. Town Hall to Mine QQQQQ and the code for End HRMQE. In return for these he would like some help with *Batman*. After getting all the bat equipment where does he go from there? He can't go back the way and every other direction leads to a dead end.

POKES

Seems as though the pokes we printed for *Cauldron II* didn't work, so here, courtesy of Nick and Stephen of Hants, are the correct pokes. (I

hope!)
1 SYS 63276:POKE 783, 1:
POKE 830, 34:POKE 832,
50:SYS 62828
2 FOR K=679 to 767: POKE

K, PEEK (K+8192):NEXT
3 POKE 961, 169:POKE 962,
115:POKE 963, 141:POKE
964,245:POKE 965, 128 4
SYS 686

Now rewind the tape to the beginning and type RUN, the game will then load. Thanks lads!

QUICKIES

On Ocean's *Nightmare Rally*, Andrew Bird of Sheffield recommends that you accelerate the car till it reaches a reasonable speed then hit the keys 'Q' and

symbol shift simultaneously. Your car will then accelerate away very rapidly driving straight through the obstacles until it reaches the end of that stage, automatically qualifying

for the next. To score maximum points wait until your car turns red then use the cheat. This cheat works when using the keys or cursor joysticks, but Richard has not

tried it when other joysticks are used. By the way, who can give Richard a poke for *Monty Mole*?

Want to be a little horror without going to too much

QUICKIES

● continued ►

QUICKIES

trouble? P Limmons of High Wycombe found this bug in *Jack the Nipper*. Collect the key and go to the museum. Enter the secret passage and go into the haunted house. Get the horn from the shelf and scare the three cats in the house, playskool and police station. Leave the police station until last. Once you have scared the cat, leave the room and then come back in again. All you have to do now is wait until the two police men are on the opposite side of the room and then fire continuously. Your rating will now go up by about 5% every time you sound the horn.

If you want to beat all the opponents on *Karate Combat* for the BBC then load in the game as normal and play a two player game. When the

game is finished it says press the space bar, but, instead of this, press Escape key. This will then put you on a one player game with whatever controls you were using in the two player game. Apart from this, it will also stop your opponent fighting back, therefore you can beat the highest ranking 'The Master' — just like Tony Sinnett of West Sussex.

After using most of your torpedos and shells, on Microprose's "Silent Service, Neil Flannigan of Tyne and Wear, suggests that you go over to the map and press run/stop until "ready" appears. Type in "RUN" and press return. This will take you back to the "continue patrol" option stop. The next time you have a look at the gauges you

will have 24 Torpedos and 80 shells, which is of course what you started with!!

I have been getting quite a few letters from irate Spectrum owners who think that over the last few months IC have turned their backs on games tips and hints for their computer, in favour of Atari and BBC. But, never fear, Lieutenant Lawws's first job was to go out and track down a couple of games tips to keep you happy. First up is Patrick Walsh of Slough who has these Do's and Don'ts for *Paperboy* by Elite.

Do:
Runover flowers of non-subscribers — 50 points
Knock the lids off the bins (with the papers) — 250 points
Hit gravestones — 250 points
Hit lamps — 250 points

QUICKIES

Hit bird-wash fountains — 250 points

Throw papers into holes beside houses — 250 points
Smash windows of non-subscribers — 250 points
Don't: Go slow near dogs and people or go-karts. And don't go head on into kerbs.

Mind out for — skateboards, road diggers, giant wheels, bombs, dancers, fences and fire hydrants.

To get Extra lives — deliver one paper on Monday, then on Tuesday deliver one again to the same house, which will gain you a perfect score, an extra life and a re-subscriber. On Wednesday you will have to deliver three papers to get a perfect score.

VIC 20

Mario Richard of Lincs appears to be our only Vic 20 reader left, or he's the only one interested in sending in pokes. This time he has three

for *Multitron*. For infinite lives: load the game and reset the computer. Now type POKE 4822,234:POKE 4823,234: SYS 7373

Phantom Attack — for 255 lives: load the game, reset the computer and enter POKE 36865,20:POKE 36867,31:POKE36869,252:

POKE 7579,255:SYS 5120
Caterpilla — 255 lives — load the game and reset. Type POKE 5516,255: SYS 6267

SPECTRUM

Matthew Clark of Bristol tells you how to get the various Bat-equipment for Ocean's *Batman*.

The Batbag — from the start enter the door on the right and go through the entrance which faces up the way. Get past the sentries by waiting until one is just past you, then walk through. Go in the door at the other end. The Batbag is guarded by one sentry. Stand opposite the bag out of the sentry's path. When he passes you walk to the right and get the bag.

The Batboots — enter the room on the right. Save the game by touching the still object. Go through the door. The conveyor belt will take you near a sentry. Follow him

up. Keeping your finger on the left, walk on the block just before the boots. When the guard passes get the boots. Go back on the block as before. When he goes past again, go down Jump onto the belt and continue doing so to enter the door facing down. The Bat Thruster — follow the path down and get past the 'dogs' (you may have to practise this one) Get "5" object in the room down from the dogs and face the cases. Press key get/jump to save game by touching object on top. Enter the door on the left. Go to the other side of the table and stand on cloak, just on the floor. Jump to table, then onto next table. Leap on to the ball and walk across

and get the thruster. Go out of the room.

The Bat Belt — enter the room on the right. Stand on the edge with cape and press jump & right. Keep you finger on these keys and you will leave the room. Enter the room up, then the room on right. Jump on one object. Get it. Push another towards the right conveyor belt. Jump on the pushed object and press Get. You should now have two objects on top of each other. Take the other object and place it by the two. Jump on it and then press jump/get. Press Get and you will be on 3 objects Jump onto the belt, then on to the moving block. It will take you upwards, jump towards the bat belt to get it.

Richard Gaunt of Staffs has sent in the following tips for *Quazatron*. It is best to build up your power unit then drive, chassis, weapons and devices. If your droid is running out of energy use a recharge plate. When running out of power, if the interfaced parts burn out before you can recharge or grapple another power until then you can recharge your old chemifax off the nearest energy plate before you blow up! The detector defends against disintegrator. Lazer shields defend against any laser. Pulse lasers have no effect on battle droids or other high class droids and if possible get a disruptor shield before going to another level.

COMMODORE

E Nieland, a regular contributor to IC, has sent these tips for *Hacker II*.

First of all you will have to

Logon and the codes for that are Title, Cover, Demo, Demo Pam, Wami, Dome and Gomes. The Logon I.D.

number is 00987 and with this number you can skip the identifying of the panel controls and start directly on

the MFSM.

COMMODORE

SO WHAT'S NEW IN LLAMALAND (HANTS)?

JEFF MINTER, our long-haired Peruvian Correspondent is off to the land of INCA COLA once again...

LEAVING A FEW SOFTWARE ARTIFACTS BEHIND...

For the CBM 64

- ★★ **IRIDIS ALPHA** - meet GILBY, a droid with a high cuteness factor, scuttling or flying across the planetary surfaces collecting energy..
A BLAST WITH CLASS for those who like a little subtlety with the intergalactic mayhem. Includes a great bonus-wave game, pause mode game and (a real first!) fractal music! -published jointly with **HEWSON ASSOCIATES** £8.95 on tape, **£12.95** on disc

For the CBM 16

- ★★ **MATRIX & LASERZONE** - two classics re-written for the C16.
MATRIX includes all the features of the original version including that traitorous humanoid, the Snitch, plus (it's hard to take) an even faster fire rate than the original! LASERZONE's unique duo of independently controlled laser-bases has never been easy to control but as you learn its skills things get rougher and tougher for those pesky aliens! - published jointly with ARIOLASOFT £6.95 - both games on tape.
- ★★ **VOIDRUNNER** - The new, megablasting sequel to GRIDRUNNER and LASERZONE... lots of waves, loads of chaos and bits of disintegrated alien flying everywhere in the fastest blast to hit the C16... and on the far side (of the cassette) we plan to include the '16 version of HELLGATE - a shoot-em-up for those with superfast reactions and independently controlled eyeballs!
- coming soon from LLAMASOFT, with ARIOLASOFT.

AND ALL THIS

- ★★ **VIVA VIC!** is our VIC collection - 8 of JEFF's best for the **good old machine**. Great stuff for VIC owners! ABDUCTOR, TRAXX, MATRIX, HELLGATE, LASERZONE etc. **£6.50, all on one tape.**
- ★★ **YAK'S PROGRESS** - the best of Jeff's '64 stuff, includes 8 games, some now difficult to get, commercially - ATTACK, & REVENGE OF THE MUTANT CAMELS, ANCIPITAL, SHEEP IN SPACE, HOVER BOVVER, etc.
can't whack it at £9.45 (2 tapes) or £11.95 on disc

AND LIGHTSYNTHS TOO

Another string to JEFF's bow is his work on our **LIGHT SYNTHESISERS** which allow the computer user to play his machine like a 'LIGHT PIANO'.

The original Lightsynth, **PSYCHEDELIA**, is still available for most home micros, **now £4.00**

COLOURSPACE, its successor, has been published for the **ATARI 8-bit** micros (only on tape **£7.50**), the **BBC B (tape, £7.95)** and in a spectacular 16-bit form for the **ATARI 520 ST (£19.95)**.

FUTURE: After the Peru trip the Atari ST is due for a bit of pounding - a new project is planned which should be totally ZARJAZ. Suffice to say that COLOURSPACE addicts should expect something interesting in 1987...

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COMMODORE

During the game you have to open several filing cabinets, so here are the access codes
First filing cabinet : red 7
Second filing cabinet : white 6
Third filing cabinet : blue 1
Fourth filing cabinet : white 50

When you are at the vault remove a document from the file marked 'Decoy' as you will find a micro-electronic transmitter implanted which will lead you in the right direction.

For identifying the block diagram use the keys 2 3 6 4 1 7 5

When you first start the game, your best bet is to mess about with the video screens before anything else. Once you have practised over-riding the video systems, start learning how to control the robot. There is no point getting too deep into the game if you cannot do these things as you will become a corpse very fast. So practise

PANEL CONTROL BUTTONS

VHOLD — adjust vertical hold
CAM — monitor 1 of 38 live cameras

VTR — view 1 of 38 pre recorded tapes

MON — intercept 1 of 2 security monitors

TGS — enable telemetry guidance system

BVP — bypass cameoa with video tape

MRU — activate mobile remote unit.

+ — after pressing CAM,

pressing these will let you see all cameras

The play stop pause « and » keys are to see the pre recorded tapes.

That's all for *Hacker II* but here's another couple of quickies from Nieland.

If you type something dirty on *Tau Ceti* (when you're in computer mode) something strange will happen!!!

Biggles' codes — chox, away, aces, high.

MSX

Yipee another MSX reader with a poke. This time J R Mawhinney of Staffs has one for Turmoil. Which will give you infinite lives. Load in the loader program by typing Load

"CAS:" After the 'ok' prompt, get the LIST. This is a one line list. Delete the 'R' at the end of the line and type in the following.
10 POKE &HEOC1, &HOO

20 DEFUSRO=&HE646:A=USR(O)
This has the effect of stopping the program from deleting a life each time you get caught. Using this system JR

discovered a flaw — there is no way to get the oil can on screen 'P'. Anyone else know how to do this

MSX

ATARI

Since the first Atari tip appeared in IC, we have been getting a steady flow of letters with pokes and hints for fellow Atari users. This month was no exception and here we have a selection of them.

Joost van den Meerendonk of Holland is first up with these tips. *Bruce Lee* (player vs computer). Collect all the lanterns on the first three screens, then go back to the second screen. Don't go down to the next screen, but run to the centre and climb up. The ninja will appear and fall down. He will land next to the hole in the ground. When the Yamo appears, there's a good chance he will fall on top of the Ninja. If this happens, jump on top of them. They will walk into the opening and you will score about 6,700 points. Do this about eight times to get an extra life.

Crystal Castles. In the very first screen, move to the left corner and jump. This will warp Bentley Bear to level three. At the Crossroads, on level five, stand at the top of the screen and jump to warp to level seven. Beware of the tree. To get rid of the bees, press the space bar before starting the game. The words "press start" will change colour and the bees will no longer trouble you.

On *Chimera* when you take

the warhead to a computer (and push a button) you get the message "You must find a" and then the game crashes. Joost would like to know if this is a real bug or a faulty disk?

Samer Saba of Middlesex has loads of tips that he wants to share with you, so, let's get on with them.

When playing *Ghost Chaser* type FANDA and you will go to a secret level. On *Ollies Follies*, type FRANK to jump to room five and FANDA to jump to room nine.

If you can not find a lift on *Mercenary* go to location 3:00 and you will find one. Press E to open it and on *One Man and his Droid* some of the secret words for jumping levels are Atari and Coffee.

The last one for the Atari is from Simon Stokes of Birmingham and its for *Karateka*.

On the first stage stand perfectly still, just out of range of the guard. He should start to demonstrate his prowess by narrowly missing you with kicks and punches. Eventually he will step one pace towards you and you should then make a high/low kick. It doesn't matter if you don't make contact because when you stand upright, your leg should be across your opponent's. As soon as this happens, rapidly

press the fire button causing your karateka to land several punches. Eventually the fighters will separate and you should repeat the above steps until you knock his strength right down. One point to remember is that the second level can only be reached by running into the wizard's stronghold and not by defeating a set number of guards, so you should run towards the temple whenever possible. That way you will encounter the least number of guards along the way.

The second level guards can be dealt with in much the same way, but, beware of their increasing skill to kick three of four times in quick succession. If at any point your strength falls to a dangerous level, walk backwards to regain precious points, but keep up a barrage of mid-height kicks to keep your opponent's strength down.

The eagle possesses a serious threat on this level because it will fly at you between guards and will knock two points of strength off before the next bout of fighting. The only way to avoid this is to judge the eagle's height and end it packing with a well-timed kick. The entrance to the third level is extremely dangerous. Walking beneath the portcullis causes the bars

to drop, so step back and stand up straight. The bars will gradually rise and you should prepare to run under when the bars are high enough.

The third level consists of a small hallway and a series of rooms with a fighter in each. Defeat the fighters as explained earlier and kick the door open to go into the next room.

After defeating one fighter your strength will shoot up. This means that behind the next door is the eagle. As soon as you open the door, the eagle attacks and will fly back into the room, only to return seconds later. By standing near the far door you will get the best chance of timing your kicks. Five kicks are needed to kill the eagle. Next comes the wizard. Kick the door open and walk in punching. The wizard will push you out and his attack. One method dealing with him is to rock back and forth using mid-kicks to knock his strength down. You should keep the same distance between the two. When the wizard advances, retreat.

If you defeat Akuma, you can run and rescue Mariko, but, don't show her any signs of aggression. . . you'll regret it. By the way, does anyone know the password for *Whirlinurd* to play level E?

ATARI



CBM 64 Screen shots.



The cuts and bruises on boxers faces visibly show the pounding they are receiving from the kicks and punches to the face and body. Fast and furious action in 3D brings to life one of the greatest spectator sports, which has just one aim - Victory!

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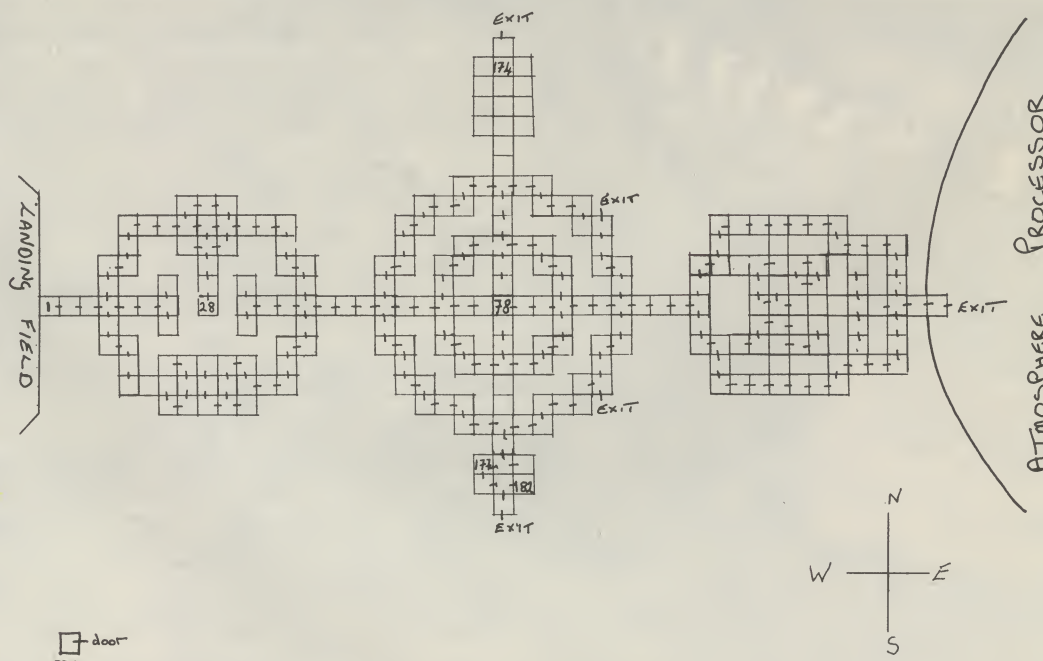
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AMSTRAD

girl French, Richard. Parlez Francais? Richard's poke this month is for *Starquake*.

ALIENS' MAP

ROOM 1 MOBILE TACTICAL



□ - door

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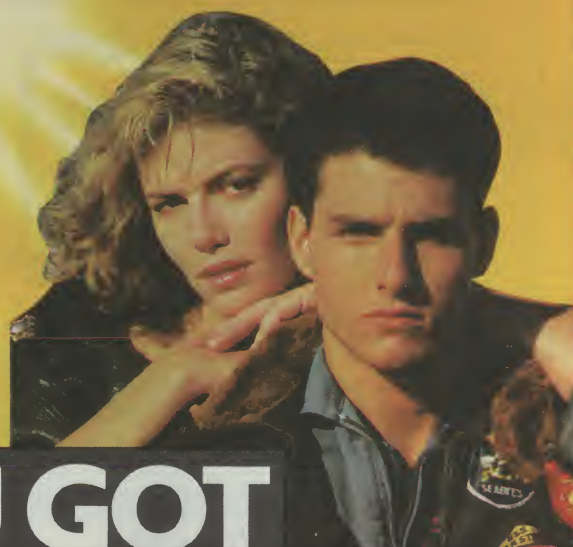
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HOT HITS

for Christmas

Who says American software has got dull, predictable and boring? Well, C+VG may have been guilty of something like this. But our US ace reporter Marshal M. Rosenthal was determined to prove us wrong with this bunch of hot stuff from the States. And with release dates here and in America getting closer every week you'll soon be seeing these games in our green and pleasant land...

The Transformers: Battle to Save the Earth. The Decepticons, have developed a plan to reduce all of Earth to rubble in a bid to gain enormous power. Only your Autobots can stop them! Plan your strategy on the map. Send Cliffjumper or Hound, or Pipes, or any of the eight Autobots to various locations and prepare for an attack.

Where will the Decepticons strike? At the Andreas Zoo? The Shuttle base? The offshore Oil

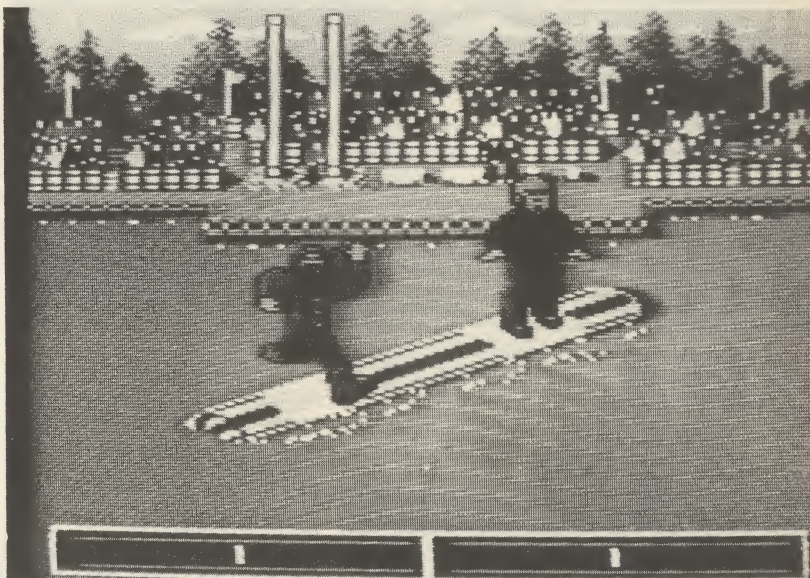
Platform?

Plan your strategy. Will you send the fast Bumblebee, or the slow but powerful Rodimus Price?

The robots possess strength and energy in proportion to their size (use the status screen to check). Watch them change from robot to car, or truck and back again.

Tune in on their view screen and attack the invaders with devastating firepower. Watch out, the planes are getting too close. Transmission, damaged from shelling — energy low. Return the Autobot to base while shifting to another robot's view screen. Beware, for failure increases the threat to Earth's safety. But don't rack you brain deciphering the clues for now — get those Decepticons!

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Now it's time to see if YOU can handle the "Wooden Wonder" in an exciting, multi-screen game from **Accolade, Ace of Aces.**

First choose a mission. Start easy, or go for a Nazi sub or V2 rocket bae. Select weapons based on mission and experience.

But you can read more about **Ace of Aces** in this month's review section.

Holidays mean fun. Computers mean fun. Put the two together and you get **Paper Models: The Christmas Kit** from **Activision.**

The disk is filled with all sorts of holiday decorations and patterns that you can use, adapt and put together with your own designs (using a painting program).

Create tree ornaments, gift wrap decorations, even a

explosions, moving figures, animation and a continuously running musical track. Side two of the disk features the story of the Autobots and is narrated by a robotized voice as illustrations fill the screen. All I can say is that if you like action, you're gonna love Transformers.

Gamemaker fans will be happy to see the arrival of the new Library disks. The first two are Sports and Science-Fiction. Both include a variety of sprites, scenes and sounds that can be integrated into your own programs.

Scenes include Archery, Boxing, Darts, Skiing, Planets, Stars and Meteors.

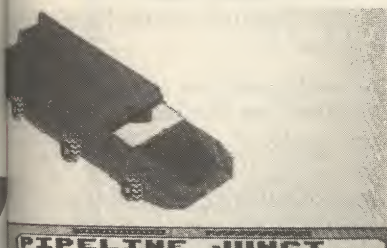
Sprites include golfers, baseball players, flying saucers and bug eyed monsters.

Sounds echo with balls being smacked and ray guns zapping.

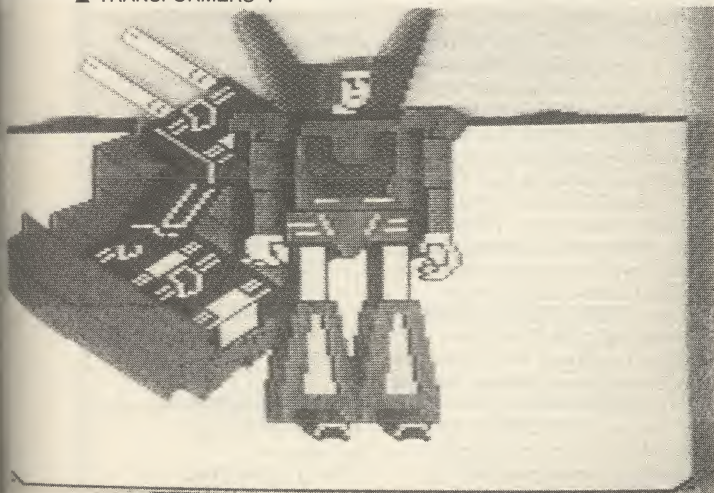
Completing the packages are a number of musical themes.

For those who want to know, **Gamemaker** is soon to come out for the Amiga and Atari ST. It should be awesome.

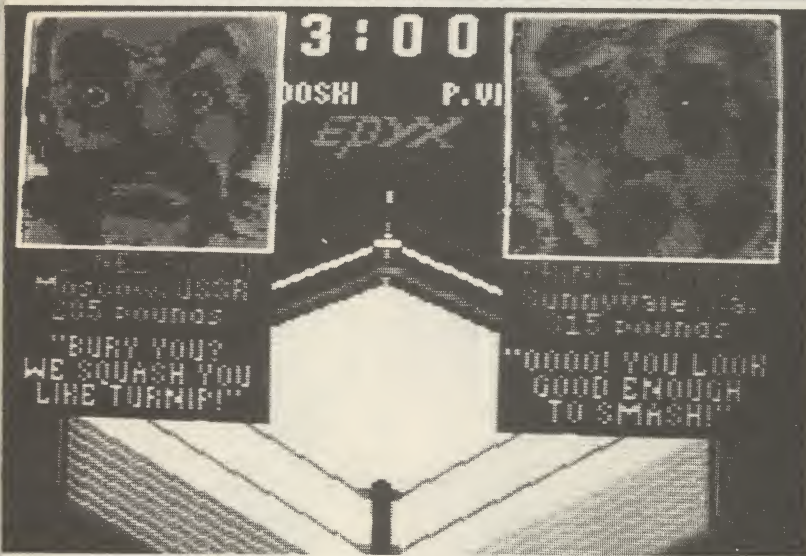
Return to World War 2, and one of the greatest little bombers of the Royal Air Force, the Mosquito. A lightweight wooden fuselage combines with Rolls-Royce Merlin engines to create a darting, lightning-fast that painfully stung the Germans again and again.



▲ TRANSFORMERS ▼



► CONTINUED ON PAGE 110



▲ WORLD CHAMPIONSHIP WRESTLING

You respond to him on the keyboard. Talk about anything and everything. Do it seated, or lying down (if your fingers will stretch that far). Dr XES is patient and understanding, but he doesn't tolerate being ignored. Hesitate too long and he might bring up your mother again.

The Games are back. What Games? World Games. Players hungry for more Olympic-style challenges will be delighted because Epyx has assembled a set of truly international competitions, all along the lines of their successful Olympic Game series (*Summer Games*, *Summer Games 2*, *Winter Games*).

You and your joystick will circle the globe, participating in difficult and exotic sports.

Dive off the jagged cliffs of Mexico, where a few inches means the difference between success and death.

Jump barrels in Germany, hold on for dear life as a bull takes you for an afternoon spin in the American west.

Eight events will challenge your skill and test your daring. Those feeling a bit daunted can warm up with log rolling in Canada or caber tossing in Scotland (Give it a go, Lesly?).

Take on the computer, or have up to eight fellow competitors.

There's even a travelogue feature to inform and add to the enjoyment of the locale. All with pleasing graphics, great sound, and the exceptional attention to detail you've come to expect. So go on — go for Gold.

But I hear you fans of the gentle art of wrestling grumbling about being overlooked. Don't despair — Epyx has seen the

light. Presenting **Championship Wrestling**, with such quality competitors as Purple Hays, Zeke Weasel and B.C. Colossus.

In fact, there are eight of these guys on the circuit, and you can battle to your heart's content (after assuming the persona of any one of them).

A status line indicates a player's strength, which affects both his performance and stamina.

Prior to the main event, the two participants are given a chance to wish the other luck (ie they trade off insults).

The ring is three-dimensional, and has nice, hard turnbuckles aching for someone's head (try to make sure it won't be yours).

Enter the ring and use any variety of 25 moves to pound your electronic opponent into lunch meat.

It's all done with joystick/button combinations, natch, and each "wrassler" has a special move all his own which he will be more than willing to demonstrate to his opponent.

What about sound effects? Besides cute musical themes to introduce each member of this scientific sport, there is also a full symphony of grunts and groans as body parts are rearranged. Plus encouragement and jeers from the fans.

The crowd isn't very passive by the way — in fact they tend to get downright nasty.

Action isn't confined to the ring either. There's always the possibility/inevitability of being tossed over the ropes.

Championship Wrestling finally brings dignity to the much-maligned sport of science and skill. And poke out anyone's eyes who tells you different.

You should know better than to enter this old house. Unfortunately, a) you've smashed your car into a nearby tree, b) are getting ran on and c) can't find your brother who was, WAS, in the car with you.

So where else can you go for help but into this dark and musty old place? SLAM! The door closes behind you with the finality of the grave. Where is that sobbing sound coming from! What have you got yourself into?

The Uninvited is a quite unconventional text/graphics adventure game. From the designers of *Deja Vu*, it uses the mouse exclusively for movement and investigation.

Click on the picture of the old victrola — the cracked and repeating record plays an old Rudy Valee tune.

Check everything, clues abound as do things go bump in the dark.

The main graphics window displays each location, and a bottom screen highlights text information.

Unlike a static screen, furniture can be moved around and doors and closets opened. Though it might be wiser to leave some things alone.

Icons indicate health, status and additional information. A small graphics window to the right of the main screen shows various exits and passages pertaining to the area you're in.

Digitised sounds are most realistic . . . and discomforting.

Animated figures appear and aren't there just for show.

There are also other surprises, but they're much too horrible to mention. Yet . . .

Author's bio: Marshal M. Rosenthal is a New York photographer and journalist for a number of domestic and overseas publications, dealing in computers, video and high-tech.

PRODUCTION INFORMATION:
ACE OF ACES (C64/128):
Accolade (US Gold in UK)
20833 Stevens Creek Blvd.
Cupertino, California 95014

CHAMPIONSHIP WRESTLING/WORLD GAMES (C64/128, Atari ST and Amiga/World Games only):

Epyx
600 Galveston Drive
Redwood City, California 94063

DR. XES (for the Atari ST/Amiga):
Finally Software (formally Rosetta Stone)
4000 MacArthur Blvd., suite 3000
Newport Beach, California 92663

GAMEMAKER: SPORTS LIBRARY, SCIENCE-FICTION LIBRARY/PAPER MODELS: THE CHRISTMAS KIT/THE TRANSFORMERS: BATTLE TO SAVE THE EARTH, VOLUME ONE (all for the C64/128):
Activision
P.O. Box 7286
Mountain View, California 94039

THE UNINVITED (for the MacIntosh/Amiga):
Mindscape
3444 Dundee Road
Northbrook, Illinois 60062



▲ UNINVITED

Christmas village.

The secret is that everything has been designed to be folded into three-dimensions shapes.

Paste the print-outs onto cardboard or stiff paper, and assemble along the dotted lines to form tree ornaments, gift holders, a locomotive, even that perennial old sourpuss Scrooge.

There's plenty inside the box as well. A decorator's guide will help in planning your creations. Also included is a ruler, green and red felt-tip pens, a glue stick and heavy card stock. Even five jingle bells! Say Happy Holidays by giving personalised attention to the friends and family.

If the holidays start to get you down, maybe a good session with a psychiatrist will help. Save your money by telling your troubles to **Dr Xes**, the Shrink-in-the-Box from **Finally Software**. He'll lead you through a therapy session that will have you climbing the walls (padded of course).

The doctor will ask you all kinds of questions as he probes into your very being. You reply as you see fit. Did I mention that the Dr SPEAKS to you? He's kind of a gruff son-of-a-gun, but at least he smiles occasionally. I guess I forgot about his face being on the screen too.

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Firelord

● COMPETITION

OK, so you've got your trusty broadsword, polished up the old questing armour and given your shield a coat of bright new paint — but there's something missing, right? Suddenly it strikes you like a bolt from a wizard's staff. You haven't got a helmet! What self respecting knight could go on a quest without one? What would the guys gathered at the Round Table say when they saw you — a naked knight! Well, never fear C+VG is here! We've got hold of a golden helmet that would grace even the most fashion conscious knight's bonce.

It once belonged to the Firelord — hero of Hewson's latest game. And they've agreed to donate it to the winner of our grand Firelord competition. As well as the great golden helmets the winner will also get a copy of Steve Crow's latest epic which will be available on the Spectrum, Amstrad and 64. Then 25 runners-up will be able to claim a copy of the game. Now, here's what we want you to do.

Steve Crow's game is set in a land ruled by an Evil Queen, is populated by Flame Ghosts, a friendly dragon, and is generally weird and mysterious. We'd like you to draw or paint us a picture of any of the characters featured in the game. You could draw us the friendly dragon, the Evil Queen, a Flame Ghost or even the Firelord himself. You can use anything you want to create your picture and make it as big or small as you wish.

Once you've got it together send your entry to *Computer and Video Games*, Firelord Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 16th, normal C+VG rules apply and Big Red's decision is final. The competition will be judged in three aged categories, under 12, 12-15, 15 and over.



C+VG/Hewson Firelord Competition

Please fix this coupon to your entry

Name:

Address:

Age:

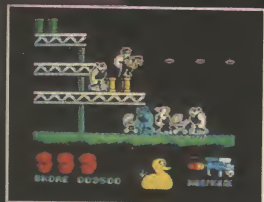
Computer owned: Spectrum ☐ C64 ☐ Amstrad ☐ (tick box)

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COMPETITION RESULTS

Hubble, bubble — it was every witch way and win with Cauldron, a knight to remember with Ghost 'n' Goblins and a real thriller with Zoidzilla.

Yes, it's competition results time and we've printed a selection of winners from three recent C+VG art competitions.

First up is Cauldron. First prize of a golden pumpkin mounted on a wooden base with a plaque goes to Nalin Solanki, 15, of 52 Lansdowne Road, Ilford, Essex. Paint sets go to Anthony Taylor, 6, of 19 Woodfield Road, Tredegar, Gwent (under 10 winner); Paul Telford, 15, of 39 Craighlaw Avenue, Waterfoot, Eaglesham, Glasgow (10-15 winner); Martin Rogan, 18, 59 Edith Street, Consett, Co Durham (over 15 winner).

The following 20 runners-up get copies of Palace Software's Cauldron and Cauldron II: Angus Lee, 16, 7b Rosemount Sq, Aberdeen, Scotland; J. R. Dawson, 14, 19 Nightingale Ave, Chelmsleywood, Birmingham; Phil Irish, 19, 29 Ragleth Gdns, Monkmoor, Shrewsbury, Shrops; Stewart Dean, 15, Crow Hall, Weset Lexton, Kings Lynn, Norfolk; Graeme Robb, 14, 23 Traquair Park West, Edinburgh; Gerben den Heeten, 14, Berkenrodelaan 23, Amstelveen, 1181 Ah, Netherlands; Simon Docwra, 14, 7 Monument Lane, Chalfont St. Peter, Bucks; Russell Mills, 14, 57 Molyneux Dr, Bodicote, Banbury, Oxon; Kevin Curtin, 13, 36 Elm Grove, Nairn, Scotland; Nicky Watson, 13, 38 Hummers Knot Ave, Darlington, Co. Durham; Matthew Wade, 12, 105 Rochdale Rd, Middleton, Manchester; Timothy Eggleton, 12, Milton Keynes; James Baylay, 12, Worcester; Nicholas Beesley, 12, Warrington; Andrew Carr, 11, 37 Glebeville, Leek, Staffs; Crispian Hall, 11, London Joanne Hough, 6, 96 London N21; Susan Knott, 8, Rathfarnham, Dublin 14; Zoe Miveld, 11, 47 Amaulia Rd, Croxteth, Liverpool; Andrew McAvoy, 10, Southend-on-Sea.

In our Ghost 'n' Goblins competition, we asked you to draw or paint a picture of the galant knight in battle with the evil creatures found in the game.

The ten winners received a package of three of Elite's converted arcade games — Commando, Bomb Jack and Ghost 'n' Goblins.

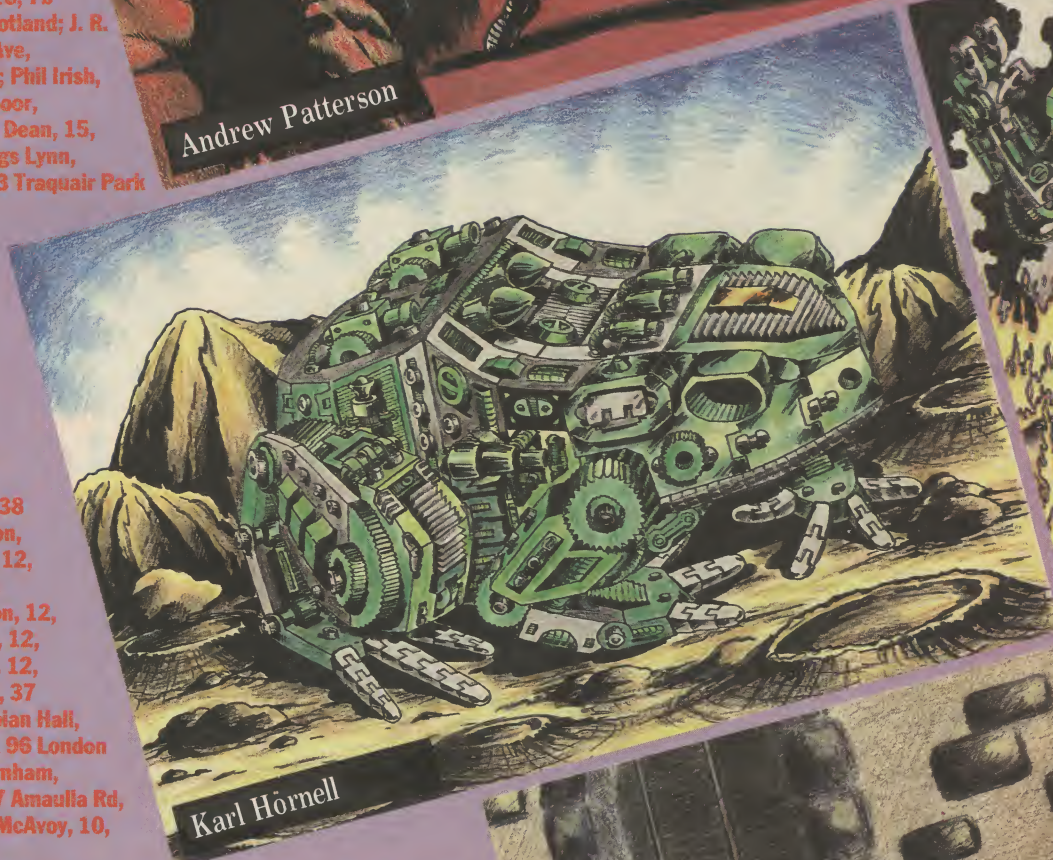
The prize winners are: R.C. Fokkema, Claremaheerd 19, 9736 LB Groningen, The Netherlands; Andrew Patterson, Hull; Darren Bonas, 48 Rutland Avenue, Walkergate, Newcastle-upon-Tyne; Xavier Pick, Fulford, York; Mark McDonnough, Stockport, Cheshire; Jonathan Eggleton, Bletchley; Lee Jackson, 49 Harey Dene, Newcastle; Nadeem Mohammed, London; Michael Marshall, Killamarsh, James Closs, Shepperton, Middlesex.

A Tomy Zoidzilla kit, which builds up into a motorised Zoidzilla, goes to these three first prizewinners: Lee Scott, 303, Molesey Road, Hersham, Surrey; Jonathan Eggleton, 92, Melrose Avenue, Bletchley; Karl Hornell, Hasselvagen 25, 743 00 Storvreta, Sweden.

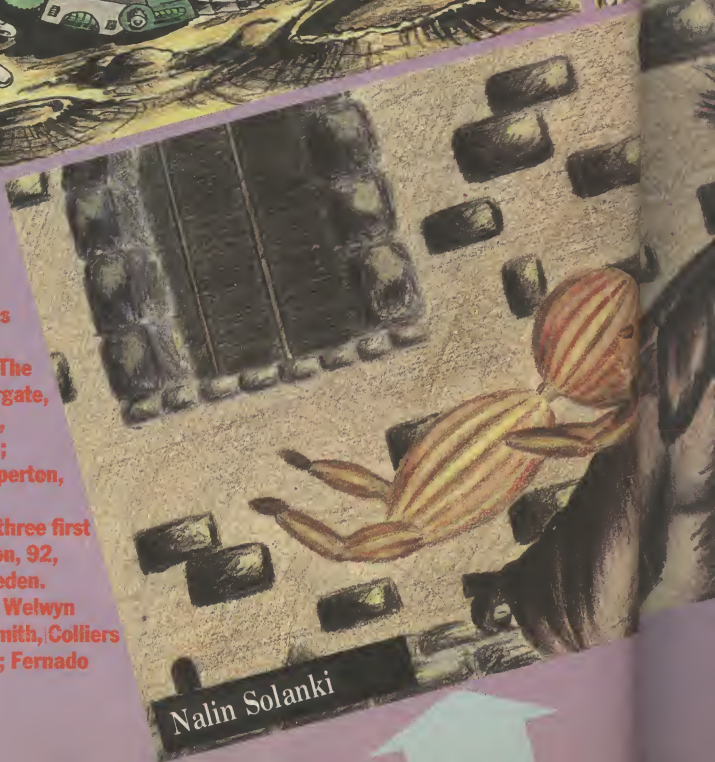
The following ten runners up get a smaller tomy wind-up kit: David Patterson, Welwyn garden City, Zaniccotti Filippo, Milan, Italy; Martin Smith, West Midlands; Marc Smith, Colliers Wood, Stuart Allardyce, 8 Stevenage, Richard Pelley, Westbury-on-Trym, Bristol; Fernando Abrantes, Tooting, Stewart Darling, Midlothian; Lee J Harris, Sheffield.



Andrew Patterson



Karl Hornell



Nalin Solanki



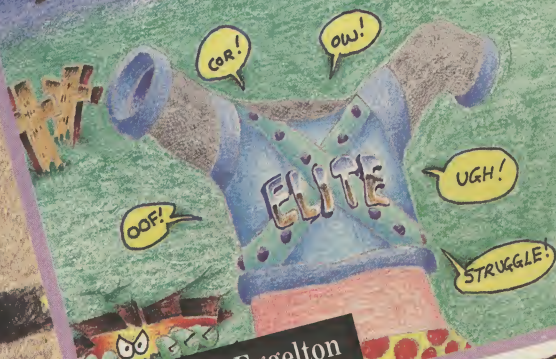
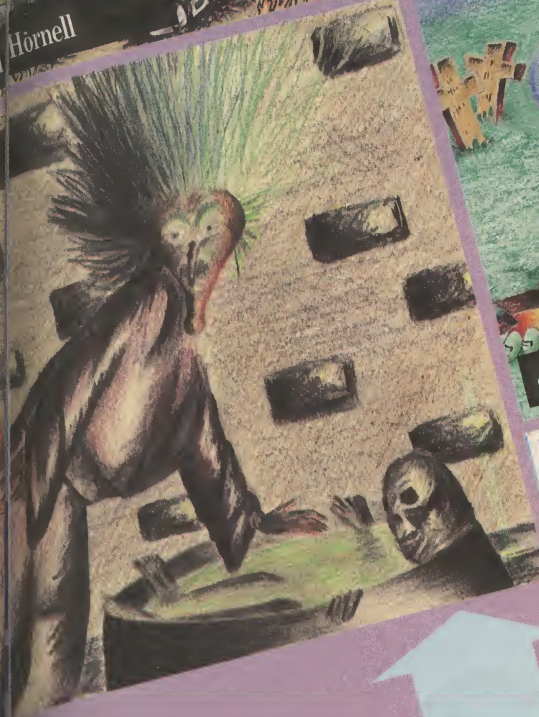
TRAP-ZOID
Jonathan Eggelton



Paul Telford



Karl Homell



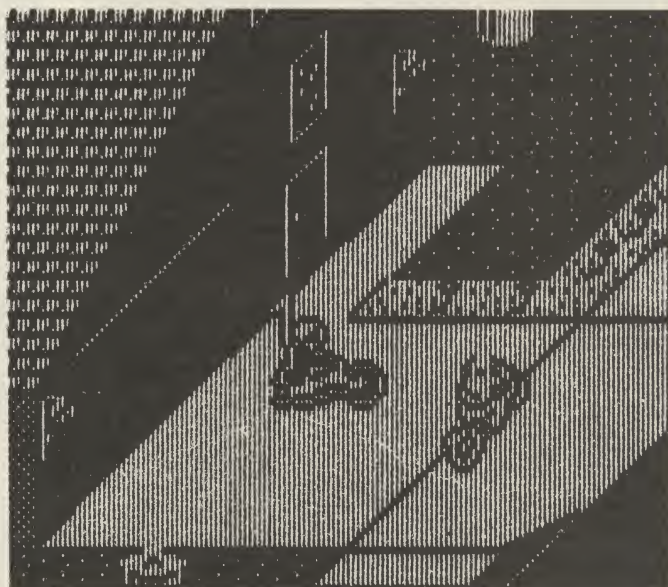
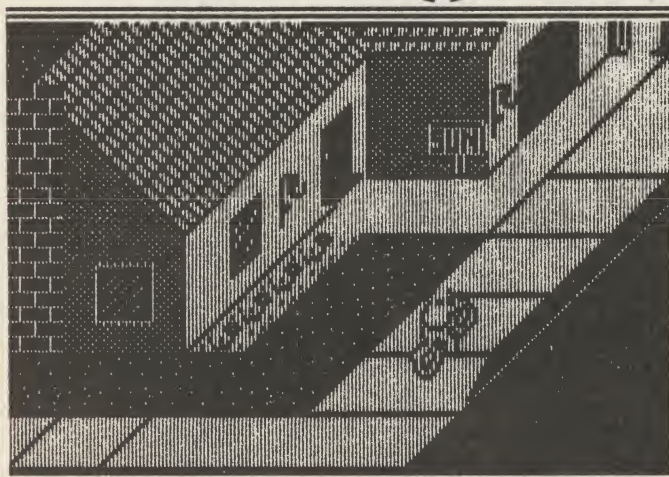
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Once you've done all that send your entry to *Computer and Video Games*, Elite Paperboy, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Closing date is December 1st to give you more time to get yourself organised. And if you have an amusing story about your paper round why not tell us about it?

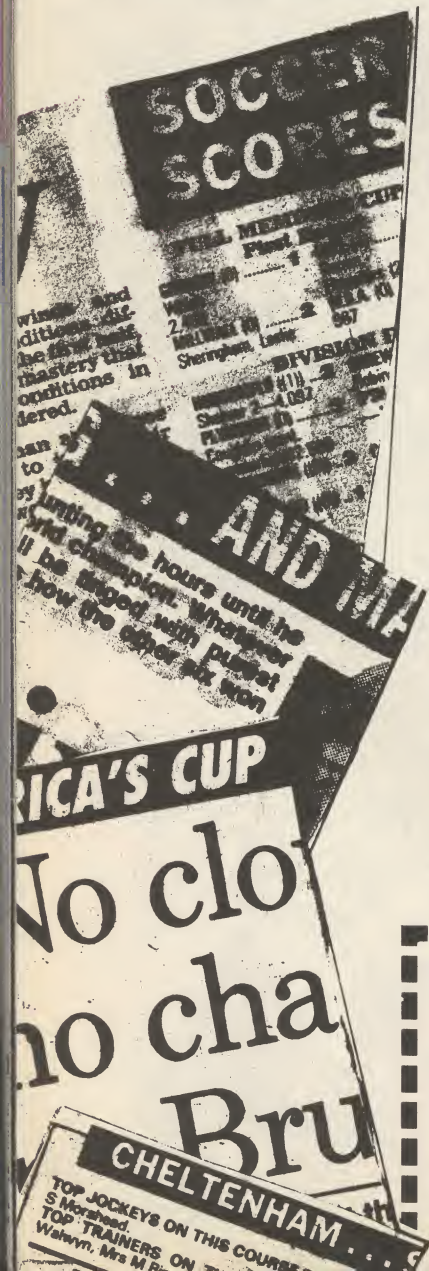
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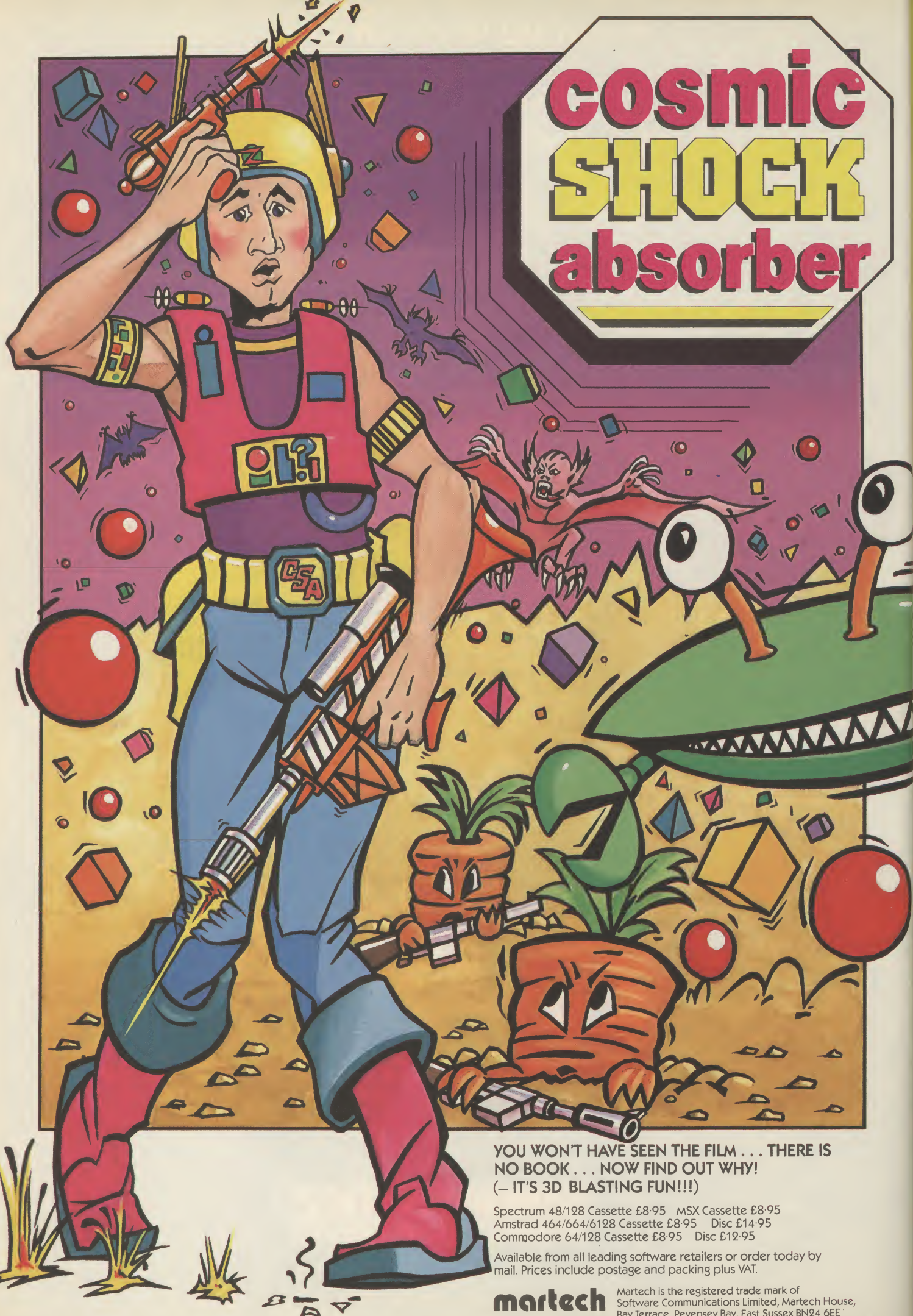
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IF IT LOOKS LIKE A DUCK, AND IT SOUNDS LIKE A DUCK, THEN IT MUST BE . . .

HOWARD THE DUCK



For the first time anywhere Howard the Duck speaks! Yes, in another great C+VG exclusive the Master of Quack Fu reveals his innermost secrets . . . well some of them anyway.

C+VG: How did you arrive on this planet?

Howard: Didn't I make the front page here? For the record I plummeted through space in an armchair. Don't think I couldn't make the scheduled air fare — let's just say the trip was unplanned.

C+VG: How does it feel to be the subject of a computer game?

Howard: Oh, it's fairly painless.

C+VG: What's your opinion of computers?

Howard: ★!★★!★★★! As a billosophical duck, I can accept intellectually that there will be good and bad in any cross-section of computers. But, oh brother, let me at the ★★!★ one that malfunctioned and zapped me onto this planet and I'll

★★★★★★★★★★★★!!! and then ★@/@\$/*/*! (Simmer down Howard, we can't devote the whole issue to this, Ed.)

C+VG: Did you have computers on Duckworld?

Howard: Are you insinuating we're behind the times? Ducks may be small buddy, but we're smart.

C+VG: Have you ever, or will you ever, play a computer game?

Howard: Sure, I like computer chess when I'm in the mood to lose.

C+VG: Why aren't you called Howard Drake?

Howard: Are you kidding, in

our telephone directories half the entries are under 'Drake'. I understand humans have a similar problem with 'Smith'.

C+VG: Are you related to Donald?

Howard: Donald who?

C+VG: Please give graphic details of your lifestyle.

Howard: Sorry, I've never been any good at drawing pictures. What's that groaning noise?

C+VG: Are you a mallard or an Aylesbury?

Howard: Give me a break you guys, I'm a duck with an interplanetary identity crisis already. Besides, Beverly has

told me this may be a rude question.

C+VG: Have you any memories of being in your egg?

Howard: I have this recurring dream about being trapped inside a smooth sphere. It's very warm and hard for me to breathe. My psychiatrist thinks this is very interesting, but at his hourly rate who would tolerate indifference?

C+VG: What are your earliest memories?

Howard: I remember waking at 3am once.

C+VG: When did you have your first swimming lesson?



Howard: OK, embarrass me. I can't swim.

C+VG: Are you allergic to oranges or cranberry sauce?

Howard: Ducks don't eat oranges or cranberries so put me down as a 'don't know'.

C+VG: What is your idea of a good night out?

● continued on page 120 ►

HOWARD THE DUCK'S ADVENTURE ON VOLCANO ISLAND

THE horror of it. There I was, resting comfortably in an easy chair. No worries. At peace with the world. Then suddenly I was transported from normality into total lunacy. Trasported to world of hairless apes!

But life's life, you know? You meet a nice girl. Make



C+VG has gone totally quackers this month thanks to Howard the Duck. Cult comic character here and in America and star of a new George Lucas film, Howard is about to hit the small screen in a big way thanks to Activision. Here we bring you an exclusive interview with the feathered hero — while our wildlife correspondent Marshal M. Rosenthal takes off after the game.

some new friends and fight off evil and global destruction. At least when it's all over you can find an other comfortable chair and have a smoke. Then again . . . What's this? Has C+VG's ace American reporter Marshal M. Rosenthal totally flipped his lid? Or did he really meet a Duck in a suit? As every fowl for himself goes,

Howard the Duck is about average, no more true-blue than true-grey. But take Beverly, his girlfriend, have some Dark Overlord take Beverly away — and well then you get a duck of a different colour.

Howard must battle to save

continued on page 120 ►

◀ continued from page 119

Howard: My close friends call me Disco Duck and I must admit to some pretty fancy webwork on the dance floor. But you know, a star's life gets to be one long round of partying. My favourite night out is a night in my apartment relaxing with the latest Kurt Vonneduck novel. C+VG: Do you see yourself becoming a world leader one day? Howard: Well . . . modesty prevents me from saying too much, but what the hell . . . Yes.



C+VG: What is your opinion of people who sleep with duvets?

Howard: Ugh, the very idea gives me shivers. But the way I figure it, with human diet the way it is, this barbaric practice is no surprise. Civilization is only a thin veneer — I forget who said that — some other duck of wisdom and genius.

C+VG: Would you ever consider going back to nature?

Howard: You mean like camping overnight besides a lake with the wind howling through my feathers? Thanks, but no thanks, I'm strictly an urban duck.

C+VG: How do you cope with visiting places like Regent's Park where there are lots of naked ducks?

Howard: Never been there but personally I regard the naked female duck as an object of art.

C+VG: What is the nature of your relationship with

Beverly?

Howard: Sneaky, sneaky, saving this one to the last. You figured that you'd get me nicely relaxed, talking freely, and then wham! Well yarboo sucks, a star is entitled to his private life. Leave me some crumbs for my autobiography, you creepers.



◀ continued from page 119
the world but this time with YOUR help.

Load up the game. Howard enters on screen and takes a bow. Exiting stage right, he begins to wonder (via a word balloon) why Beverly has not shown up for his moment of glory. A guy doesn't save the world everyday, you know!

Then the challenge of Volcano Island or Beverly is cooked meat. There can be only one decision: FIGHT!

Howard certainly won't quack up in the face of a challenge! You direct him in his quest to rescue Bev from a baddie so mean, he steams!

Time to get going. Parachuting onto the island is easy, locating the packback of supplies isn't. It just happens

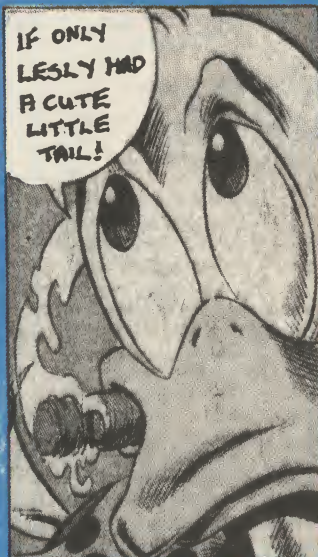


to be on the other side of stuff that looks like quicksand.

Let's call it mutant slime since it's alive. Too bad we can't call it quits.

The slime has this habit of kicking anybody who gets on it right in the kisser. Somehow, get past it and grab the backpack. A dead end? Well, that means you get to play with the slime again. How lovely.

That packback is pretty important because it contains some goodies no self-respecting duck should be without: an



Acme portable Neutron Disintegrator, a solar powered jet-pack and an Ultralight flyer all conveniently disassembled for easy carrying.

Remember the bit about the island being deserted? Seems that doesn't include what comes out of the oversized ant-hills.

No, they're not really little Draculas, just dozens of teeny-weensy mutants who keep getting stronger and meaner. Good thing Howard knows Quack Fu, because it's going to take a whole lotta punching and kicking to wear these boys down.

Penetrating into the Overlord's hidden cavern means hugging the walls and staying on the crumbling old ledge as lava bubbles below. A stalagmite falls, then another as the volcano rumbles louder.

Finally you come face to face with the Dark Overlord. Pull out the Disintegrator and shoot it out man to duck. Score three hits, and watch DV explode entertainingly.

It'll be a short-lived victory, though, if you don't locate the

master control panel and hit the volcano's cut-off switch. Then, finally, at last, it's time to light up a good cigar.

Now for a surprise. Howard is the creation of Gamestar, the sports-oriented subsidiary of Activision. These "sports" bring a different approach to this adventure — one of total arcade action.

There are no cyborg doors to unlock, or mystic sages to grapple riddles over with. As Scott Orr (VP of Sports software development) says: "We're not interested in keeping secrets from you. Baseball, football, games of skill and strategy can tell you everything you need to know, but you still gotta get your hands on the joystick and DO IT!"

"Our feeling," Orr remarks, "is that you can't get truly involved in a game if you're spending time hunting for keys to press and commands to issue. That's why the joystick handles everything.

Orr adds that there's opening music to enjoy (taken from the film), and an original theme played at the end. Plus 20 distinct sound effects that range from Quack Fu grunts to the squishing sound of webbed feet.

Orr goes on. "The island is composed of 9 screens in a 3 x 3 grid which can scroll in any direction, and the final confrontation between Howard and the Dark Overlord uses four screens laid out vertically. And talk about your display list interrupts: Doug Barnett's backgrounds are generated in 11 colours on the C64.

"But what's really important," says Orr, "is that we've made the game very playable. Certain actions don't



come into effect until they can be used, like the Ultralight appearing when Howard reaches the edge of the cliff, or the jet-pack for when he tries to cross the water.

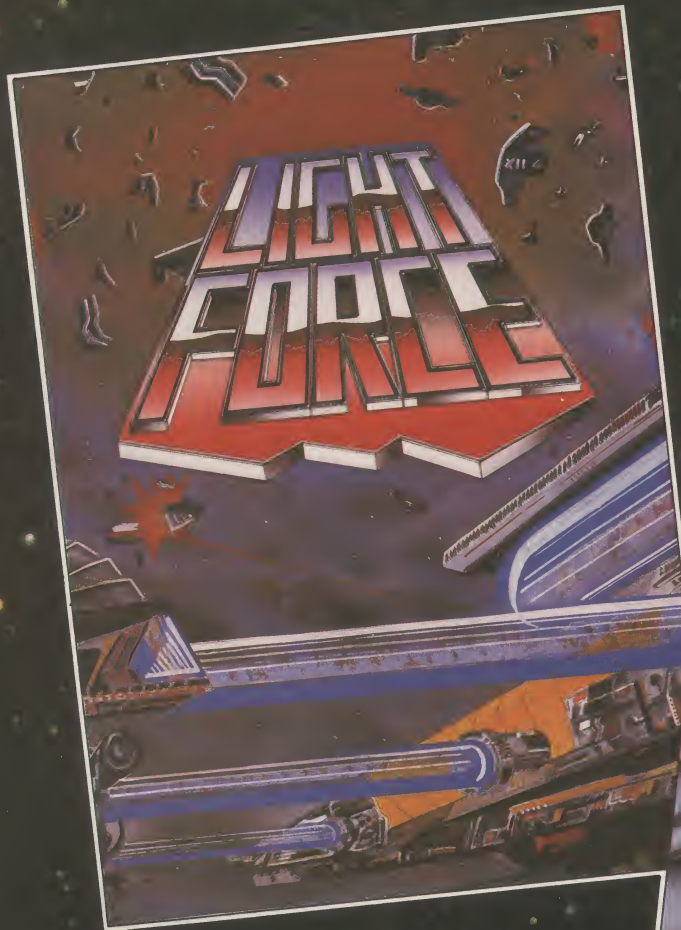
"Another thing is that Howard doesn't really die either. He just gets booted off the screen, and reappears at a nearby point to try again."

Being a hero has its own rewards. One of them is getting a gold medal proclaiming victory. The medal appears at the end of the game and gives the player a classification that depends on the level played (novice, beginner, intermediate and expert).

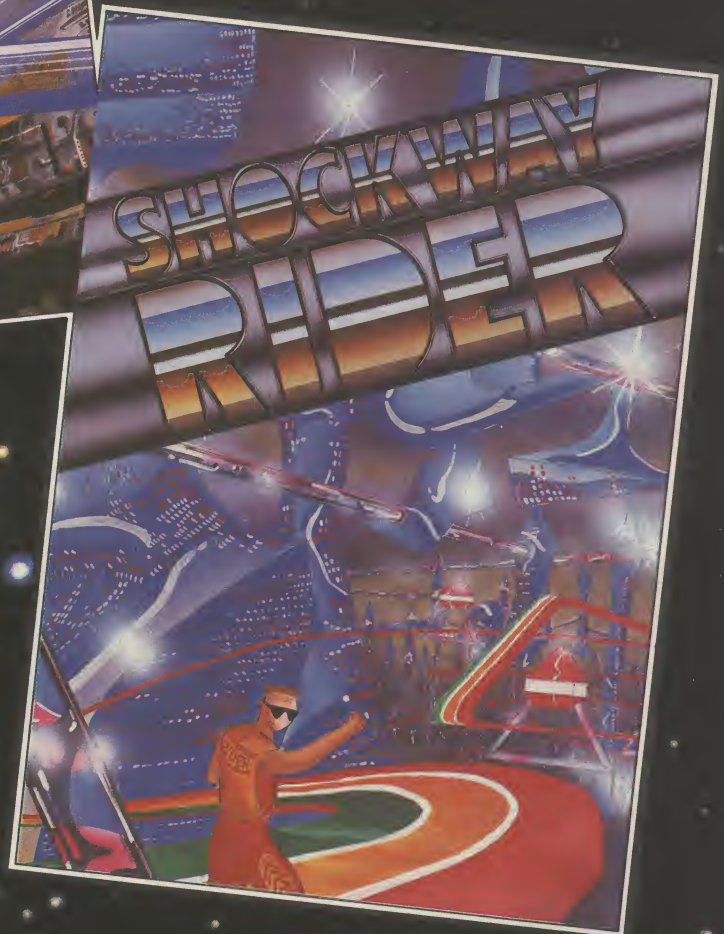
So unless you'd rather stay home in bed eating quackers and cheese, go play *Howard The Duck's Adventure on Volcano Island*.



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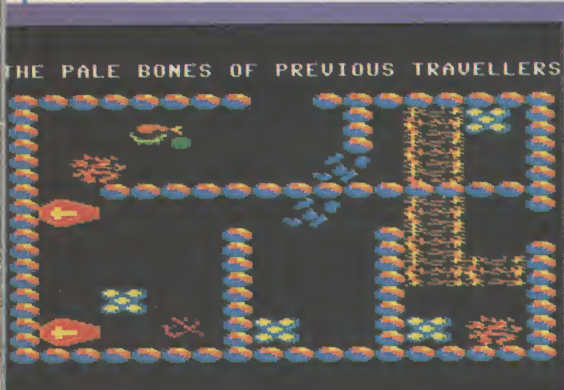
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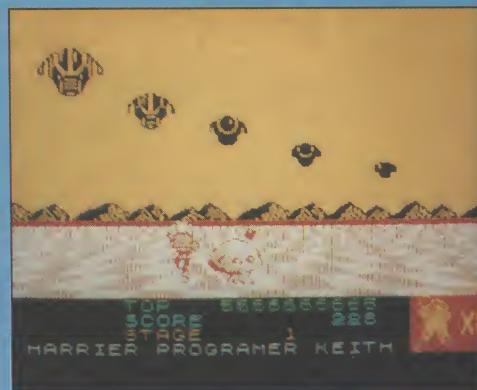
This is tomorrow calling ... the shape of games to come. Are you out of touch with what's new in fun software? It's obvious you need to read *Street Seen*, C+VG's games preview pages. Every month we will be bringing you the cream of the crop of new games which will be heading your way in the weeks to come. And you can be sure we will be streets ahead of our rivals. Remember, the future starts here!



● And now here's a *Storm* warning. The game that has been wowing Amstrad and Spectrum owners will be heading for the 64 very shortly thanks to *Mastertronic*. It's a sort of poor barbarians *Gauntlet* for two players. Nice graphics, addictive gameplay and a great cheap way to tune up your sword arm before the real thing appears.

Here it is. *Space Harrier* from Elite! They said it couldn't be done — but I'm afraid all the doom and gloom merchants will have to eat their words. Both Spectrum and C64 are very fast, very playable and a treat for the fans of the arcade version. The Spectrum version is just about finished. The Amstrad version is well on the way and so is the 64 game. It won't disappoint those of you who have been waiting with bated breath for Elite's biggest arcade conversion to date. Watch out for our *Space Harrier* special next issue.

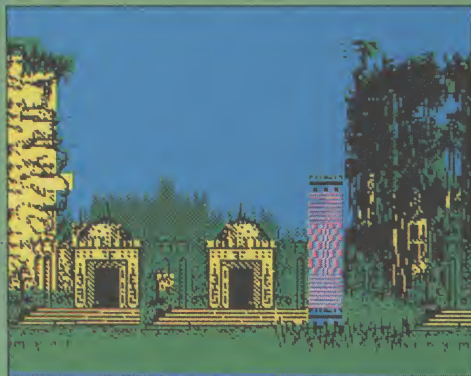
In the meantime marvel at the screen shots supplied by Elite boss Steve Wilcox. The Spectrum screen is as you'll see it in the final version. The 64, complete with solid 3D graphics, needs a few more tweaks before it is ready. But even in the semi-complete form we saw here at C+VG Commodore *Harrier* looks impressive. Will it tip the scales in Elite's favour as the battle for the Christmas charts starts in earnest during the coming weeks? Only time will tell.



● This here's *Timeslip*, just one of the titles on *English Software's* Atari *Smash Hits* Vol. 6, the latest in the ever growing line of value for money compilations from the Atari specialists. *Timeslip* is an improved and enhanced version of a title that first saw the light of day on the C16. Other titles on the compilation are *Elektraglitz*, *Drelbs* and *Fort Apocalypse*. Atari *Smash Hits* 6 is out now and will cost £9.95 on tape or £14.95 on disk.



● If you've ever wanted to get lost in a computer game then *Explorer* could be the one for you. It's coming out on the *Electric Dreams* label and has been created by the busy *Ram Jam Corporation*, who claim that the game has four billion locations. That may or may not be true but one thing is for sure — you DO get a whole planet to explore. The idea behind the game is that your ship has dropped out of space and crashed on a strange jungle world. On the way down bits fall off your ship and are scattered across the planet. Your job — armed only with a jet pack and a laser pistol — is to find the bits and put your ship back together again and escape. There are some odd, hostile inhabitants too. The graphics are unlike anything you've ever seen on the Spectrum — really! They lend a real atmosphere to the game which should be out now on the Spectrum at £7.99. Amstrad and 64 tape and disk versions are coming soon at £9.99/£14.99.



"Your the disease, I'm the cure." Yes it's time for Stallone to tangle with Ocean again this time in the shape of *Cobra*.

The fact that the film was universally panned by the critics has not stopped Ocean from turning it into a game. The film isn't exactly strong on plot. It's just a series of fights, chases and killings — lots of killings. The game, which will apparently follow the film plot, will be a shoot 'em up platform game. *Cobra*, the toughest of tough cops, must protect a murder witness from the baddies who are out to make sure she becomes a corpse.

In the film *Cobra* uses pistols, grenades and a particularly mean laser gun. All these will feature in the game.

Cobra should be out in time for Christmas on the Spectrum (£7.95), Commodore and Amstrad (£8.95).

Meanwhile Ocean's other games based on film titles are *Top Gun*, which will combine arcade action with elements of a flight simulator, *Highlander* and *Short Circuit*, a sci-fi film which should be screened sometime in the New Year.

Dare you face the Assault Machine! from Nexus. It blends strategy with shoot-em-up action.

Once the inhabitants of planet Targon were stellar vikings. They pillaged across the galaxy, provoked a devastating war and were finally imprisoned on their own world.

Now, many centuries later, disturbing reports have reached Imperial Space Command. Targon has been taken over by a fanatical organisation known as the Infiltrators. They are rumoured to be building a massive weapon system.

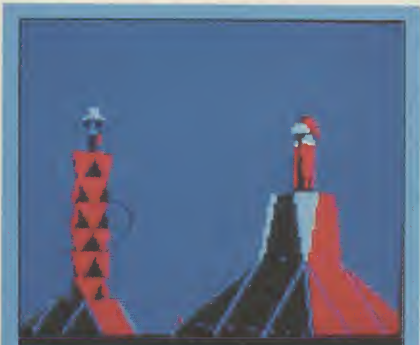
The game opens with Peacekeeper in geo-stationary orbit above the Targon sea.

First you create and target your search droids. Each is named after a Terran secret agent: Bond, Chan, Holmes and Tracy.

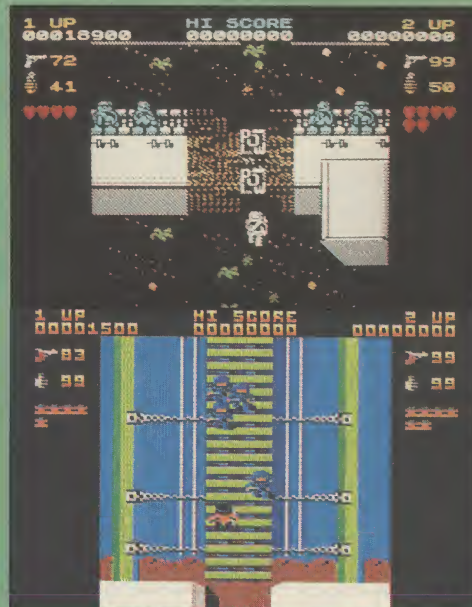
Icon driven menus help you decide what weapons and equipment the droids will carry and their target islands.

Once the droids are down on the planet searching you can monitor their progress.

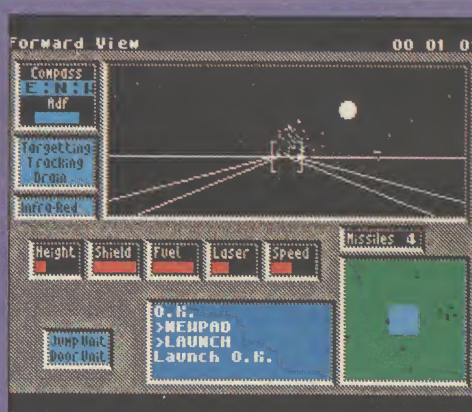
Assault Machine on the Commodore will sell for £9.95 on cassette and £12.95 on disk.



● Now this IS weird! *Sentinel* created by Jeff Crammond the programmer who brought you *Aviator* and *Revs* this newie for the 64 is quite unique — both graphically and theme wise. It's a game for strategists everywhere. And chess fans might get a kick out of it as well. You become a robot on a strange checker-board world. A robot out to destroy the Sentinel — a whose gaze spells withering death. Nasty! You have to manoeuvre your robot around the many different Sentinel worlds using an odd absorbing technique, avoiding the Sentinels army of guardians which he can conjour up at the wink of an eye. *Sentinel* is a genuinely different game. It will be available soon on the 64 and the BBC. Watch our review pages for more details.



● Will *Ikari Warriors* storm the charts this Christmas like *Commando* did last year? If there's any justice in the world it will. This is another no-nonsense arcade blaster from the conversion specialists at *Elite*. The game is an accurate representation of the coin-op. Graphics and gameplay are brilliant on the Amstrad version C+VG spy saw during a visit to Elite Towers and other machine versions are on the way before Christmas. *Ikari Warriors* is a pretty straightforward *Commando* clone — but you get to drive about in tanks, swim through rivers and generally have a fun time. Elite are also working on *Commando 86*, a two player multi-directional scrolling follow up to the original mega-hit. It looks a bit like *Gauntlet* in *Commando*'s clothing and is being developed for the 64, Spectrum and Amstrad. Also on the way from *Bombjack 2*, and *Airwolf 2*. *Airwolf* is based on the coin-op smash *Nemesis*.



Academy				00:04:11
Ship Design:				Height
Scanner Unit	...	No	Yes	015
Compass/Adf Unit	...	No	Yes	010
Target/Track Unit	...	No	Yes	008
Jump/Door Unit	...	No	Yes	008
Infra-Red Unit	...	No	Yes	008
Missiles	...	None	4/8	008
AMM's	...	None	4/8	004
Flares	...	None	4/8	000
Delay Bombs	...	None	4/8	024
Laser Power Level	...	Low	Med/High	012
Main Drive Power	...	Low	Med/High	010
Shield Power Unit	...	Low	Med/High	014
AUX Power	...	Low	Med/High	010
Cost 096 MCr				Total Height 131
Design Complete				
Abandon Design				

This is it. Pete Cooke's *Academy*, the long awaited sequel to the classic *Tau Ceti*. This time Pete puts you into training. Training to become one of the Gal-Corp's top Skimmer pilots. To do this you have to pass through the Academy. Twenty tough tests of your space skills packed into one Spectrum game. Awesome isn't the word! You can even construct your own customised Skimmer for any of the special missions. Watch out for our review and Pete's players guide coming your way in our February issue!

● You're next punk! If you'd like to tangle with *Judge Dredd* then watch out for this loading screen coming to a 64 near you very soon. *Melbourne House* and their

Australian programmers are the people behind the game based on the cult comic character from 2000AD. The game is set in mega-City and Dredd patrols the streets armed with his trusty Lawgiver, laying down the law. Just like in the comic Dredd can choose what sort of projectiles his weapon fires —



richocet, incendiary, even normal lead bullets. The game is a fast scrolling, action packed cross between *Mission A.D.* and *Green Beret*. Watch out for it!

STREET-SEEN
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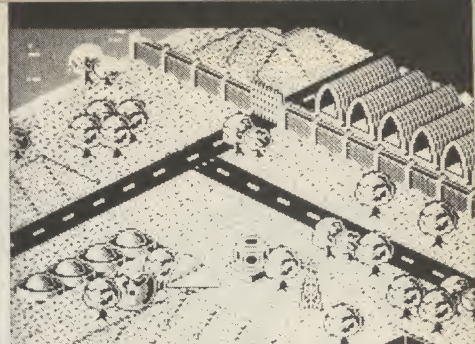
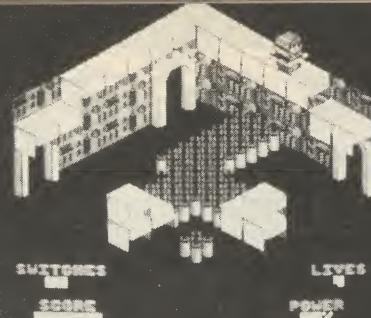


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Telephone: 021 356 3388

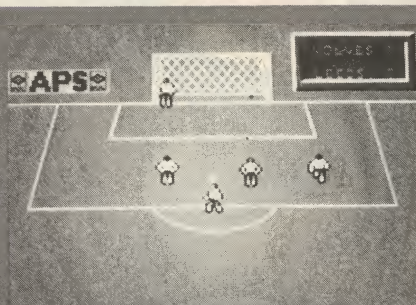
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● It's 3D. It's full of nasties. And it's definitely bizarre. What is it? *Sepulcri* that's what. The latest filmation style game for the Amstrad out this month on the *Reaktor* label. You control a cute looking robot inside a top secret weapon. Your job is to make sure all the bits are working OK by checking out the special switches by jumping on them. Obvious way to check out switches isn't it? Once your droid has done that it's on to the Ridiculously Over The Top Exit Security sector where our metallic hero has to find 10 code posts to piece together the top security password "LET ME OUT" Apart from the very silly and total unpronounceable name *Sepulcri* is very pretty and pretty playable. And if you've got a printer the game has a screen dump facility, to allow you to make your very own map.

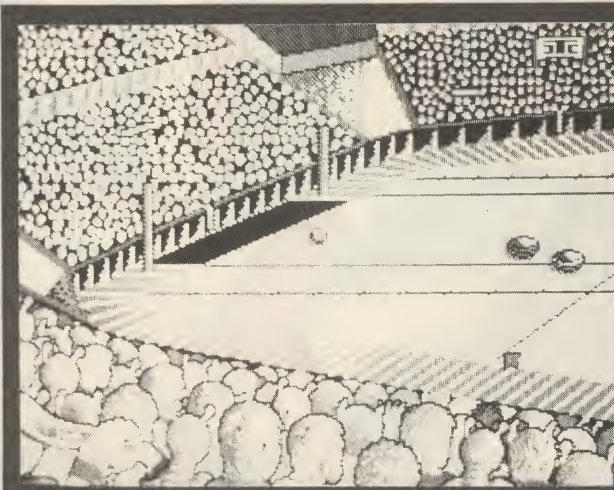


Quicksilver's Glider Rider on the Spectrum and Amstrad has already proved a major chart success. Here's a look at the Commodore 64 version which should boost sales. All versions sell for £9.95.



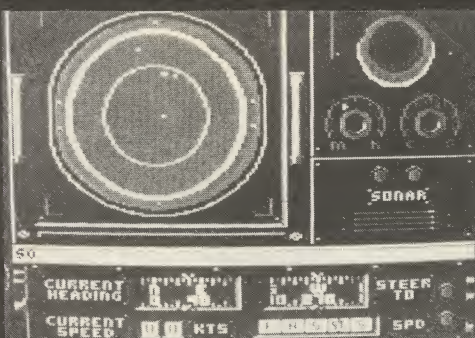
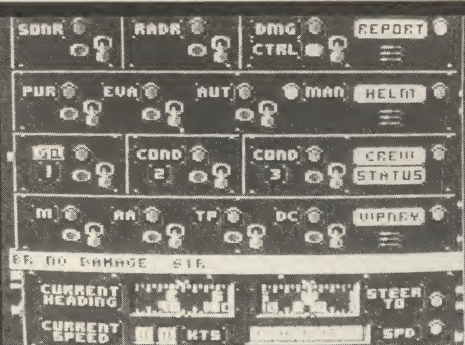
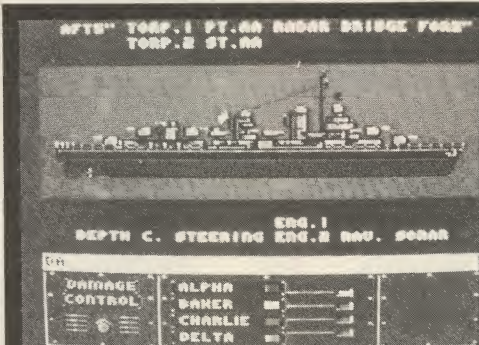
Peter Shilton's "Handball Maradona!" Yes, it is a strange name for a game, isn't it. And as far as we know the famed World Cup incident in which the Argentine ace allegedly handled the ball passed Shilton is only used in the advertising and packaging.

The game will cost just £6.95 and is from *Grandslam*.



Take shove ha-penny, put into a space-age arena and what do you get? *Xeno*, that's what. It's a new title out on the Spectrum, Amstrad, CBM 64, price £8.95, from A'n'F.

The game is set in a huge scrolling arena. You either play against the computer or another person and take it in turns to knock the counter around and score goals. Difficulty and time limits can be varied. This screen shot is from the Amstrad.



● Get this shipmates! This is *Destroyer* from *Epyx*! It's the first graphic, action-simulation of its kind. You are Captain of a US Fletcher, Class Destroyer, and it's good old World War II again . . .

From the main control centre on the bridge, man any one of thirteen different stations, or set them on autopilot. Once you've selected one of seven different missions, plot your course and scout the area for enemy activity. Use your sonar to locate enemy subs, or your radar to pick up enemy planes, ships, and uncharted desert islands. Japanese Zero fighter planes at 3 o'clock! Man your battle stations and power up those anti-aircraft guns. Medium damage reported on port side. Make repairs at sea, then command your destroyer onward, there's more action still to come. Out soon on the 64 from *US Gold*.

Defcom, from *Quicksilver* is a 3D space shoot em up. The twist is that aliens have taken over the *Star Wars* Defence System, they now control the offensive systems.

The Hero has to control a star ship, disarm earth bound missiles, blow-up satellites and the alien attack force.

The ship is in touch with the worldwide communication network and must anticipate the flight patterns of the missiles. The screen has the planet rotating in the background with the player looking through the screen of his ship. Its fast control through a range of weapons and the link through to particular cities as the alien satellites converge makes this a shoot em up deluxe.

Defcom will be out in late November or early December on the Spectrum, Commodore 64 and Amstrad, price £8.95.

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Test your reflexes against mysterious aliens. Pit your wits against your determined
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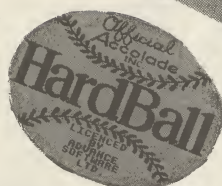


Tony Crowther

8 AMSTRAD CBM64/128 AMSTRAD CBM64/128 AMSTRAD CBM64/128 AMSTRAD CBM64/128

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● COMPETITION



Strike One! Want to win a genuine American baseball?

Strike Two! Then enter this genuinely exciting C+VG competition.

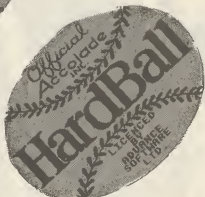
Strike Three! If you want to know more read on...

Yup, we've got 25 brand new baseballs to give away thanks to *Advance Software* — the people who brought you the brilliant sports simulation *Hardball*. Yes, one of these beautifully constructed spherical objects could be yours if you can answer our incredibly simple *Hardball* quiz. What could be easier?

Once you answered the questions, filled in the coupon and told us your name and address, rush the coupon off to *Computer and Video Games*, Hardball Competition, Priory Court, 30-32 Farringdon, London EC1R 3AU. Closing date for the competition is December 16th, normal C+VG rules apply and the Ed's decision is final.

THE HARDBALL QUIZ

1. The name of New York's top baseball team is:
a) The Yankees b) The Cubs c) The Yorkies
2. The player who throws the ball in baseball is called:
a) Bowler b) Pitcher c) Bouncer
3. In cricket when a batsman hits the ball over the boundary it's called hitting a six. What is it called in baseball?
a) Fastball b) Home Run c) Strike.



C+VG/ADVANCE HARDBALL COMPETITION

Name _____

Address _____

My answers are: 1. _____ 2. _____ 3. _____



● COMPETITION





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Sixty million people every week watch Blockbusters, Britain's most popular TV quiz game! Now, thanks to Macsen software, you can actually be a contestant, recreating the excitement of the TV studio in your own home. Our Question-master follow-up give you 500 more questions, plus the chance to insert your own – be your own Bob! £7.95

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Enter Albert Square and experience life among its inhabitants – taste their joys and woes, share their happiness and pain. See if you can survive the trials of this close community. Look out for Macsen EastEnders Software in your shops soon.

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OFFERS!



Just 'cos we really like you here are a couple of truly wonderful adventure offers. There's the amazing Robico £2 off offer and competition for BBC people everywhere. Then the incredible Mosaic Two for the Price of One competition. Win the adventure of The Archers radio soap or Twice Shy, the game of the Dick Francis thriller of the same name. Both are offers you can't refuse...

TWO FOR THE PRICE OF ONE!

Hello there, me old pals, me old beauties! Want to win a copy of a real thriller? Or the world's first game of a radio show? Course you do! Thanks to the people at **Mosaic** we've got our hands on copies of their latest adventures — **Twice Shy**, based on the Dick Francis book of the same name, AND **The Archers**, the game centred on the evergreen radio soap of the same name. First prize winner in our combined **Archers/Twice Shy** competition will get a copy of BOTH games for their computer plus an amazingly valuable hardback copy of the latest Dick Francis novel called **Bolt**. Then 20 runners-up will get the choice of game. All you have to do is answer the three multiple choice questions, fill in the coupon and mail it off to **Computer and Video Games, Mosaic Competition**, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th, normal C+VG rules apply, and Walter Gabriel's decision is final!

1. Earlier this year Mosaic launched a St Bride's adventure based on a Hans Christian Anderson story. Was it called:

- a) The Snow Queen
- b) Rumpelstiltskin
- c) Arabian Nights

2. Dick Francis published his 25th thriller this year. Was it called:

- a) Runaway
- b) Bolt
- c) Front Runner

3. Sid Perks is the landlord of Ambridge's pub. The pub is called:

- a) The Pig and Nightgown
- b) The Cat and Fiddle
- c) The Bull

* **Twice Shy** is available on the Spectrum, C64/128, Amstrad 464/664/6128. **The Archers** is available on all the above PLUS Atari XL/XE and MSX. DON'T forget to tell us which machine you own!

C+VG/MOSIAC TWICE SHY/ARCHERS COMPETITION

Name _____

Address _____

If I win I'd like a copy of Twice Shy ☐ The Archers ☐

(tick box) I own a _____ computer

My answers are: 1. _____ 2. _____
3. _____

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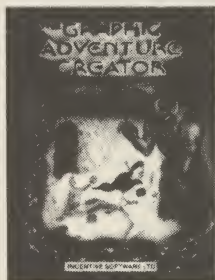
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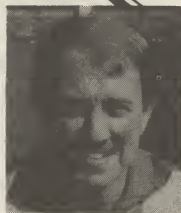


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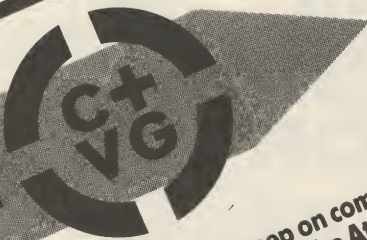
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COMPETITION



QUESTIONS.

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- 2) What is the maximum number of colours the Atari 8 bit computers can display at any one time?
- 3) Which two independent American magazines are devoted entirely to the Atari range of computers?
- 4) Which game was English Software's first machine code program on the Atari 400 16K?
- 5) Name the author of English Software's *Elektraglide*, currently featured on Atari Smash Hits Volume 5?

Name _____

Address _____

The hits keep on coming... especially on the Atari. And the C+VG competitions keep on coming as well.

English Software has now been writing Atari games for four and a half years and to help celebrate C+VG's fifth birthday, good old ES are giving away 50 copies of their *Atari Smash Hits Volume 5* as competition prizes. The latest in the successful series of compilation tapes contains the high speed race game *Elektraglide*, the maze puzzles of *Mediator*, Kung Fu action with *Chop Suey*, and platform and ladders fun with *Quasimodo*.

To stand a chance of winning just answer the following Atari questions. Then send your answers together with the printed

coupon to Atari Smash Hits Competition, Computer + Video Games, Priory Court, 30-32 Faringdon Lane, London EC1R 3AU. The closing date for entries is November 16th and the editor's decision is final.

COMPETITION RESULTS

C16 GREATEST HITS COMPETITION

First Prize
Ronnie Farrington
Birkenhead
Runners Up
Kristian Smith
Lymington — Hants
Lim Lodeiro
Queens Drive — London
C Clark
Ashfield — Notts
Simon Hegarty
Sheffield

A J Philpot
Hertford — Herts
Stuart Wardale
Liverpool
Michael Kukielka
Manchester
R Stevens
Dyfed
Quinten Oliver
Edinburgh
Jamie Rickard
Swansea
Ian Clark
Bristol
Ron Hoogenkamp
Western Australia
Matthew Coletz
Stamford Hill — London

Barry Bowman
Manchester
Chris Speck
Beverley — N Humberside
Kevin Thorold
Portsmouth
Stuart Ordish
Birmingham
Robert Goldie
BFPO 35
Steven Morris
Mansfield
Michael Carroll
Wexford — Ireland
Paul Atmore
Luton

FIST COMPETITION

Marlon Buhne
Haarlem — Holland
Jason Ford
Highams Park — London

Runners Up
Jason T Walker
Cheshire
Nicholas Chesters
Burslem
Esteve Genesca
Spain
Darren Freeman
Neasden — London
Chris Jenkinson
Preston
Bjorn Fr. Bjornsson
Iceland
Ari — Pekka Lehtola
Finland
Karsten Lindner
Lilienthal
Orhan Taskin
Istanbul — Turkey
Renato Bugge
Norway
Wolfgang Ribhe
West Germany
Jason Lampard
Dyfed — Wales
James Price
Brighton — Sussex
Henrik Hedberg
Finland
Ashraf Obaid Al Nager
Dubai
T. Pali
Harrow — Middx
Michael Sutling
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GAUNTLET

This is the game you've all been waiting for. It's Gauntlet, the multi-player arcade smash snapped up from Atari by U.S. Gold and destined for the number one chart spot this Christmas. Here we take a look at the arcade game that started it all, turn the spotlight on the programmers, check out the clones that will be battling out with the real thing AND bring you a few choice game playing tips prised from the tight-lipped Gauntleteers...

Hosts, ghouls, skeletons, lobbers and demons should mean a lot to you if you've been keeping at least half an eye on the arcades during the last year.

They're all creatures from Gauntlet, the Atari blockbuster which set the industry buzzing, writes C+VG's arcade ace Clare Edgeley.

Gauntlet made its debut in the arcades last year and was an instant hit. No one had seen anything like it.

Now more than a few clones are starting to make their presence felt both in the arcades and on your home computers. But Gauntlet, in most peoples eyes, is still THE business.

It wasn't the graphics that made

Gauntlet so successful. Or the innovative speech. What made it really different was its unusual and innovative gameplay. Simultaneous FOUR player action was something a little out of the ordinary to say the least. And it still is.

You can join or leave the game at any time without spoiling the fun for the rest of your fellow players. That means one player can have as much fun as four — but only a full team can win through to the end of the game.

The game has a Dungeons and Dragons role playing theme. Each of the Three players are one of four characters. The Elf, the Wizard, the Warrior and the Valkyrie. Their combined aim is to rid a fairytale

world of of its resident nasties and collect a bit of treasure along the way.

Each of the four heroes has different strengths and weaknesses and have to band together to be ultimately successful. They find themselves in a myriad of maze-like screens packed with ghosts, goblins, ghouls, lobbers and demons.

The play area is massive and scrolls in eight directions. All four players must move together when the screen scrolls on so that stragglers aren't left behind.

Getting rid of the baddies is easy in theory — just shoot out the generators where they appear from and you'll get a moments break —

until to dash around the next corner that is.

Tactics and strategy are vital if you're going to get anywhere. Working out the best character to lead the band into various situations is a matter of trial and error. Sometimes speed is essential, sometimes brute strength, sometimes magical powers.

Learning is all part of the fun. Food, treasure and magic potions must be collected to ensure a healthy life. And a digitised voice — for once very clear — cries out a warning when one of the characters is about to die. Just stuff some more money into the machine and you'll continue your quest. Something the computer game owners won't have to bother about. But if you've got the cash you'll see a lot of the game!

Simultaneous multi-player games have really caught on in the arcades — and they will be next year's computer game fad. That's for certain.

Multi-player arcade games to watch out for are Quartet and Rampage — and of course Gauntlet II.

In addition to over 100 new maze layouts in Gauntlet many randomizing maze features have been included to provide further variety for players. There are several new features and hidden strategies to

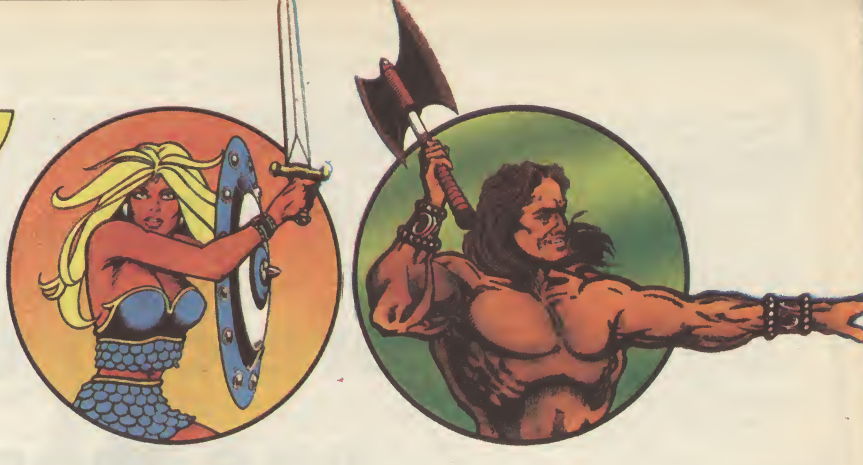


Atari Gauntlet



Commodore Gauntlet

GAUNTLET™



be found in each maze.

Players will especially like the additional game play objective of Gauntlet II's Secret Rooms.

By completing a special secret trick a player is allowed to enter the Secret Room (the other players in the game are temporarily suspended from play). If he completes the task he is given, the player is rewarded with a large bonus score as well as permanent potions and food.

All of the original Gauntlet opponents remain with the addition of many new creatures. Among the newest adversaries is the Dragon.

The fire-breathing dragon is found guarding the exit to the maze and requires several direct hits to overcome. By slaying the Dragon players are rewarded with a permanent potion and a bag of treasure. At the start of the next maze there will be a hint on how to find the Secret Room.

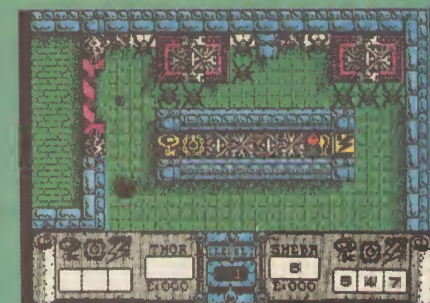
Players will find several new potions to collect as well as all of the original potions. Experience will tell the player which potions provide the greatest advantage; some potins may not be beneficial depending on the situation.

In **Gauntlet II**, a player can now choose his favourite original Gauntlet character even if that hero is already in play. The four characters are colour coded so there

CLONES



Gauntlet has spawned many imitators in the arcades and on computer. Mastertronic's budget offering is Storm — a two player game out on the Spectrum and Amstrad and on its way for the 64. A C+VG HIT on both formats already, this budget offering has, well, gone down a storm! Then there's Firebird's Druid — out now on the 64 with other versions to follow. Another two player game this features all the elements of the arcade original. Closest to the original is Dandy from Electric Dreams. Programmed by the Ram Jam Corporation this game was licenced from the programmer of the Atari original. Only Druid has similar scrolling similar to the arcade version. Storm and Dandy simply flip from screen to screen. Of the three Dandy will probably give Gauntlet a run for its money in the chart battle this Christmas. But so far we've only seen the Spectrum version. Up at US Gold they've got the Amstrad, 64 Atari 8-bit and ST versions on line. So it's seconds out for the battle of the century and may the best barbarian, warrior, valkyrie or wizard win!



Atari Gauntlet



Amstrad Gauntlet

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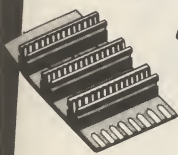
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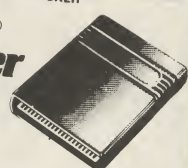
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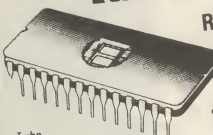


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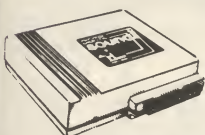
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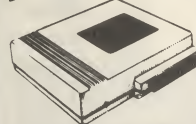
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Bill Allen

Age: 22

Machine: Graphics all versions.

Other Games: Barry McGuigan's

Boxing

Favourite TV prog: Motor sports

Favourite drink: Theakston's Old

Peculiar

Favourite game: Atari *Ball Blazer*

Pet hates: Incompatible Sinclair +2 joystick ports



Kevin Bulmer

Age: 24

Machines: Graphics all machines

Other games: *Pentacle*

Favourite TV prog: Cheers

Favourite drink: Cider (Bulmers of course!)

Favourite game: *Star Raiders*

Pet hate: Cassettes

THE PROGRAMMERS

Tony Porter

Age: 22

Machines: Spectrum/Amstrad/MSC

Other games: Barry McGuigan's

Boxing, The Eidolon

Favourite drink: Theakston's Old

Peculiar

Favourite TV prog: *Fawlty Towers*

Favourite game: *Boulderdash*

Pet Hate: Over hyped programs

Bob Armour

Age: 24

Machines: Atari/C64

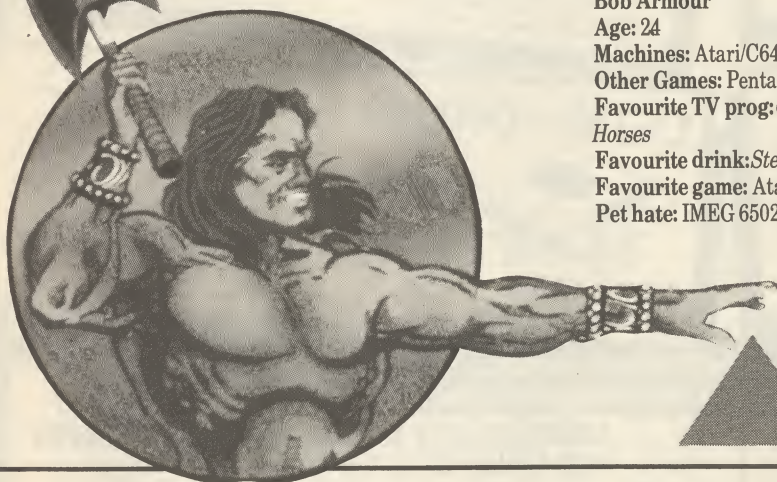
Other Games: *Pentacle*

Favourite TV prog: *Only Fools and Horses*

Favourite drink: *Stella Artois*

Favourite game: Atari *Alley Kat*

Pet hate: IMEG 6502 processors



WHAT THE PROGRAMMERS SAY:

Bill Allen, Sounds man:

"The speech is far beyond anything you've heard on a game. Not even *Solo Flight* or *Kennedy Approach* come anywhere near it."

can be as many as four Warriors (or any other original character) in play at the same time.

Unfortunately the computer version will only be for two players. Ironical, as the original Atari computers had four joystick ports! But it will have the speech. Better than *Solo Flight* or *Kennedy Approach*.

There's no doubt that the computer version is going to be every bit as playable as the original.

TIPS FROM THE PROGRAMMERS

They're short, they're sweet — and so are these tips! But the four Gauntleteers reckon they are all you need to start enjoying their game.

- Shoot the monster generators as soon as possible
- Work as a team
- Look carefully at any food you find. All that looks tasty . . .
- Collect special potions
- Remember what your mother told you and don't shoot the food!
- More points are to be had from hand to hand combat
- Use potions to kill Death
- Plan ahead

WHAT THE PROGRAMMERS SAY:

Bob Armour:

"We've already done the game's 163 different levels and added a few of our own. These are the 'Swine' levels. I first read about *Gauntlet* in C+VG. I went over to Warwick University because they had one there. After that I was hooked.

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Pong, the very first arcade game, makes its return in the form of Arkanoid. Clare Edgeley also gives the lowdown on the game to avoid — Spellunker II



● ARKANOID

Remember *Pong*? All monochrome graphics, a couple of blocks for bats and a wildly bouncing ball. Well, Taito has decided to resurrect this ancient theme in *Arkanoid*, and you'll probably be as surprised as I was when you hear that it is in fact a very playable and addictive game.

The basics of bouncing a ball round a screen and moving your brick along to catch it on the rebound are the same. What are different are the colourful graphics, lots of bricks to knock out and the addition of extra features to make life easier... or harder, depending on how good you are.

Arkanoid is simple, and perhaps that's what makes it such fun. You control a VAUS craft which slides back and forth at the bottom of the screen in a Space Invaders manner. Above the VAUS craft (a fancy name for a sausage like platform) are stacks of coloured bricks arranged as a wall. The idea is simple enough, just bounce the ball, hit the bricks to make them disappear and catch the odd one which topples down for bonus features.

It's harder than it sounds. For one thing, the ball is likely to rebound off stray corners and bounce uncontrollably round the screen. When that happens it's really hard using the controls to catch it on the rebound. But there's more. Some bricks don't disappear, they fall towards you and if you manage to catch them you might be given one of seven extras: the ball might slow down; or it might not rebound when you catch it but land like a lump of



dough on the sausage — very useful. It means you can restart the bounce at any point to hit particular bricks more accurately.

Further levels are reached when you've cleared the screen of bricks and demolished the wall. There are masses of screens to follow, each harder than the last. And it's at this stage that the nasties are introduced. They take a variety of shapes but have one thing in common — they fall slowly from the top of the screen and are deadly if touched. However, take heart, if you're lucky the ball might bounce into them and destroy them before they get to you. As they fall from the top of the screen the wall blocks their passage but once you've made a hole they'll meander down, sometimes rising, but in the end reaching the bottom.

Another thing you'll notice as you travel through the game is that the walls get lower, causing the ball to rebound more quickly. And, of course, if as often happens, you don't catch the ball, you're dead. The VAUS craft explodes and you lose one of your three lives.

The controls are different, too. Instead of a joystick there's a knob which you turn left and right to control the VAUS craft. It's very sensitive and needs only a slight nudge to set the fat sausage sliding, out of range of the ball, across the screen.

Arkanoid is a lovely game. Fast, colourful, simple and addictive. I found it very difficult — perhaps that's just my natural clumsiness — and the only way I was able to see more of the game was through the continue play facility. A great little game which, after all, is just another brick in the wall!



● HALLEY'S COMET

Halley's Comet has come and gone and won't be returning for at least 70 years or so. But it has left something in its wake which keeps it in mind, for a few months longer at least.

Taito, jumping on the idea of a promising game, has come up with *Halley's Comet*, and though it's about eight months old now, it's still lurking in the back of arcades, so I thought I'd take a look.

The idea of basing a game around Halley's Comet was a good one, surrounded as it was by so much publicity, but how to make it into an exciting and playable game? I know, let's make it a space shoot 'em up and the penalty for failure is the planet colliding with your planet. Macabre. But that's what it's all about.

You've got the idea? Good, well let's go out and save the world. In fact, the game is a good, fast shoot 'em up, and though I failed dismally in my race against destruction, it was exciting enough to make me want to continue playing. The screen layout is unusual in that apart from the main

playing area, there's a strip down the right hand side which maps out the comet's progress towards the planet and how well you're doing to halt it.

Halting it means blowing it out of the skies, no easy task when there are zillions of other things to annihilate too. The most dangerous are the meteors which swarm down, *Gyron* style, making it a tricky job to destroy them in one swoop. If they hit you, you can say goodbye to any dreams you may hold of coming out of this suicide mission alive, and if they hit the planet you're supposed to be protecting they'll cause untold damage. You just can't win. The idea is to have a fast trigger finger and a working joystick. The former I have, the latter behaved like a slug and I can only hope my terrible score was due to this defect!

There are several ways of losing in *Halley's Comet*. When all your battle ships are lost; when the comet collides with the planet; or when you've let through so many meteors that the planet's damage level reaches 100 percent. Believe me, the last happens quite easily. But at least the vertical map down the side tells you at each stage of the game what the damage level

TOP 720 HIGH SCORE 50000 00
AFTER THE MOTHERSHIP
"ARKANOID" WAS DESTROYED,
A SPACECRAFT "VAUS"





is. I suppose it's to help you prepare for the worst, and get more money ready to continue playing, or it might galvanise you into shooting more accurately.

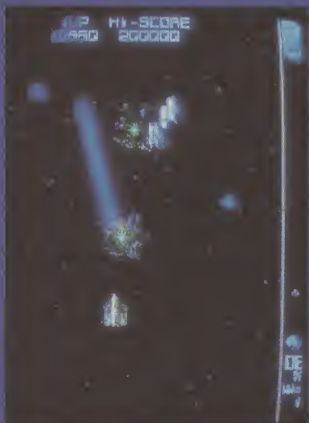
But meteors aren't the only things to watch out for. Stationary space stations abound, and though they look insignificant, fly over one and you'll find it's solid. Booom! Another ship destroyed. The best thing is to try and avoid them or blow them out of space. And then there are stray comets — not Halley's I don't think — which shoot down with a marvellous burning blue tail. These must be stopped — it's quite easy if you're ready for them. You've just got to be quick.

But the best feature of all are the satellite ships you can collect to increase your fire power by eight or ten times. You'll notice them, and probably ignore them at first, as nothing to worry about. Just little space ships doing nothing which soon disappear. But if you fly over them they'll attach themselves to your tail in a 'V' formation, and if you have enough of them, nothing will get past you. It's normal at this stage that a huge comet will burst from the top of the screen and knock a massive hole in your defences.

There are also objects which Taito call ship-shaped bombs. I didn't find any, but if you press the emergency escape button they act as smart bombs, destroying everything on the screen and giving you a welcome breather. Not for long though, because you'll notice that Halley's Comet is about to collide, something you'd forgotten about in all the excitement, and that the planet is past praying for. When it does go up it's spectacular. The screen pans down to show the rim of the planet and shockwaves of orange working upwards in waves.

Bye, bye planet. I don't know why I let this one slip past me, I should have looked at it months ago when Halley's Comet was making it's brief but spectacular appearance, but more likely I was star gazing at the time.

Still, if you haven't played it yet, it's well worth a bash. Not the best shoot 'em up in the world, but certainly not the worst either. Though I'm not sure about the idea of colliding comets. A bit close to home that.



● SPELLUNKER

Maze games with a collect and dodge theme are two-a-penny, and when you find a good one you tend to forget that the theme's as old as the Ark and just enjoy the game. However, when you find a naff version, you tend to wonder why the company even bothered to bring out such a disaster.

And that's what I was thinking as I shovelled my precious pennies into *Spellunker II* from the Irem Corporation. In fact Broderbund, the American Software house, is responsible for this awful game, and it doesn't in any way match up to its predecessor, *Spellunker*.

Spellunker must be nearly two years old, and is a maze game, but at least it was worth playing. I can find nothing good to say about its namesake, which is played on much the same lines but with appalling graphics and sound.

The game is set with a kind of depth meter which measures your horrendous journey into the bowels of the earth, through oceans and the like. There's an energy grid, which on some occasions took far too long to run out, but more about that later, and ropes to slither down, bombs to avoid and countless nasties to get rid of.

There are also some goodies to collect — the normal stuff and 23 keys which just happens to be the subtitle of the game.

So on with the search for whatever lies at the bottom. Down a rope, off to one side to collect some goodies, then across a chasm

to investigate an unfriendly looking bomb which lay on the other side. No sooner had I jumped over it, than a wall sprang up enclosing me. No way of escape. I felt like banging my head against a brick wall. And in the event that's what I had to do to run out of energy and so kill myself. But that's just the beginning, because when your new man appears on screen, he too is trapped in the wall. Could this be a bug? If not, it's one of the worst pieces of programming I've come across. Anyway, when I'd managed to kill off all three lives and the game thankfully ended, I decided to give the continue play facility a go, positive that I'd now be released from my prison. No chance. There I was, surrounded by a brick wall and no way of escaping, and I then had to spend the next few minutes killing myself off again, and again.

Another irritating feature concerns your energy levels when you use the continue play facility. If you die by the hand of the nasties, when the new game starts, your energy levels will be at the same level as when you died. That could be almost zero and so you'll lose a life almost before you've started playing. To me the game is grossly unfair and a total waste of money.

And further on... well I didn't have the heart to continue. Broderbund's games in the past — *Loderunner*, *Spellunker* — have always been enjoyable to play so I don't know what went wrong with *Spellunker II*, but I wouldn't recommend it. It's one of those games that makes you think of never going into an arcade again.



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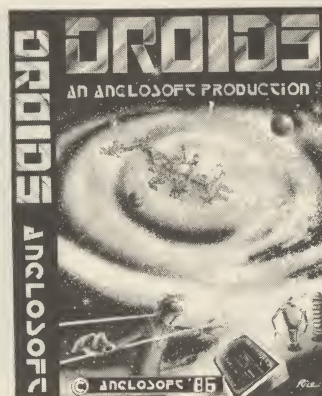
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conversation was quite heated and I cancelled my order. The young lady on the switchboard said she would make sure my money was returned. But, still nothing. I would obviously be wasting my time contacting them again. It would be interesting to see if anyone else had experienced this kind of problem. As for me — never again!
C. F. Sandy (Mrs)
Devon.

This sort of thing makes me start to smolder. It seems you've been a victim of a company advertising before the product is ready — all too familiar to us here at C+VG, Mrs Sandy. My only advice is that if you're lucky enough to have a software shop near you

incorrect and unconvincing and how no attempt has been made to file down the joins.

You can also see where the various parts have been broken hastily off by someone in a hurry and panicking in their haste to finish the kit in time for the photocall.

I can now reveal for the first time the origin of this model. Henna Smooth is, in fact, nothing more than an adaptation taken from the old Airfix 1/12 scale Oliver Cromwell kit.

"Someone" has merely taken off the helmet, discarded the sword, filed down the facial warts and given the whole thing a "modern" (!?!?!?) haircut.

Furthermore if you study the various images available of the subject under discussion you will notice another disturbing fact that I can now confirm for the first time in public. Like Worzel Gummidge the Haircut Smith model has interchangeable heads! I think there are five of these but I have only personally monitored three of these. They are: 1) The smug sitting at bar holding drink head. 2) The grim determined head and 3) The vacant-eyed, thoughtful girlie tipster head.

Head No.5 is, I am a fairly certain, the "Oh No Melissa! Please don't hurt me I apologise, I take it all back!" head.

The kit will of course be wearing this one very soon and thanks to you it will probably be rearranged so that its on backwards (vast improvement).

Here is a tip for you, Oh Empress of Tipsters. On the day you meet Old Plastic Bonce take along a bottle of liquid polystyrene cement and simply pour some over Harmless Smug's knees.

The glue will stick them together, they will seize up and the kit will become immobilised. You may then simply push it over,

disassemble it and pack it back into the box it came in. Simple. . . .
Rex V. Barnes
Bromley

I'm shocked and stunned. How could anyone even consider such a devious plan. The good news is that if our Melissa takes ME along with her she won't need the polystyrene cement. I'm good at melting things. But the word on the street is that Henna Smooth only dared to come near the IDEAS Central mobile unit at the recent PCW show on the day that Melissa was taking a well earned break. . .

● Please excuse me if some of the comments in this letter appear to be a little out of date but we are a two months behind out here in the colonies.

My first comment refers to a remark made in July issue, where the writer felt there a too much space devoted to Keith Campbell's Adventure column.

I beg to differ. This column is the best of its type in any of the computer magazines and is one of the reasons I am a regular subscriber.

I congratulate Mr Campbell and your editing staff for the quality and the content of the column and I for one sincerely hope you do not reduce it.

My second comment is a general one regarding magazine bashing. It really annoys me to see letters in *Mailbag* that contain nothing but destructive criticism.

I myself, buy two magazines regularly, *C+VG* and *Zzap*. I buy both of them on their merits. I buy *C+VG* because it provides information about what is happening on other machines besides my own and it has the best adventure column.

I buy *Zzap* because it is the only magazine that is devoted entirely to the type of machine I own.

I enjoy both magazines and find no reason to knock them. What one doesn't provide, the other does.

To run a magazine down because it is not tailor-made to that readers need is futile. The answer's simple. Don't buy it.

The other thing to be considered too is price. If one wants a magazine that provides everything perfectly, is well presented on high quality paper

Fsssssssstt . . . Hello there. I'm Grill, the smooth, sophisticated new member of the Bug Hunters. This is my first outing on the Mailbag pages and I'm looking forward to some red hot comments and perhaps a few blazing arguments. Let's check out this month's correspondence . . .

● Please accept apologies for such a long letter, but, unfortunately it is necessary to supply all the details.

In your April edition of *C+VG* there was an advertisement for *Paper Boy*, which I ordered from Elite for a Spectrum. After waiting eight weeks, I wrote to Elite who wrote back to say that the game had not yet been assigned a release date I was asked to write back if I wanted to wait, which I did.

In July I rang the Mail Order Dept at Elite and was told that the release date would be August, but because I had waited so long they would send me a complimentary game, which seemed fair enough.

I rang again at the end of August, when still nothing had arrived, and again was assured that the release date for *Paper Boy* had been despatched on Thursday 18th September. I was absolutely appalled when I had to ring again on the 24th September because no game had arrived, only to be told there was no record of my original order, my cheque, my letters or my countless telephone calls!

Needless to say this last

wait until the game you want actually appears. The good news is that many software companies are now thinking twice about when they advertise new games and waiting until the programmers have actually come up with the goods. I can understand you getting heated about not getting your cash back. I often get heated up — about lots of things.

● I was pleased to see that you printed my of warning in the August *C+VG*. I hope that you pay attention to it, but, I am afraid that it has been superceded by grim new evidence that has come into my possession.

As you no doubt remember I claimed before that Hanna Smith was in fact a cartoon. I now know that this is UNTRUE you see the whole truth is that 'Crash' have hired a MODEL to play her part for public appearances and photos. Yes! A model! A badly assembled Airfix one.

Study the photos of this plastic monstrosity, if you have the stomach for such a task. You will see the clumsy joining of the parts, how they are anatomically





and in full colour then one would expect to pay the price accordingly.

Personally I thing *C+VG* and the other magazine I mentioned represent excellent value and I will continue to subscribe, even if I do not get July's issue until September!

Mike Pillette
New Zealand

The colonies eh? Still, there's no real reason why a subscription should take you so long to get. Do you order the mag from your local newsagent or get it direct from us here at IDEAS Central. If you get it direct I'll have a little hot gossip with the guys that send out the coples to your part of the planet. And go steady on the congrats to Campbell, we have to pay him enough already . . .

● Ever since those dark bygone ages of computing history, when a brand new 1K ZX81 cost around £70, when a fab computer mag cost 75p, (a rise of 23p in 5 years can't be bad, can it?) when the latest game was either a "scramble" or "bomber" type game with symbols for graphics which you had to imagine were something totally amazing and when a gamer had to RUN the software him/herself . . . I have been an avid reader of *C+VG*.

I can remember when the mag stood out from the rest — mainly due to the fantastic artwork on the covers — it was in a class of its own. It was full of listings — one for each popular micro, pages and pages of letters, reviews, news, cartoon, adverts and competitions. It even had its own crossword and puzzle page. There were programming tips and advice, project pages of all sorts, even a chess page. The best ever arcade coverage; and last, but not least, The Bugs.

The bugs I do miss — Mal Function, T. Hitch, Snag Jnr, Screaming Fowl-up and of course the poor old programmer.

Ah yes, those were the days. The days of old, the days of Ram pack wobble, basic BASIC, crude graphics no sound, no colour and the great *C+VG* logo.

In those days the mag was built to last, the greatest fly killer available. Even the great adventure page was built to

withstand anything. A couple of years ago, before the great change, *C+VG* went through a big crisis.

It became boring, middle of the road, boring, boring, below average, couldn't kill a fly with it, rubbish in other words — — —! So I didn't buy it — shock! horror! yahboo!

But, out of the murky waters a lace-gloved, female hand appeared and handed me a *C+VG* . . . it wasn't its oldself, looking pale and rather empty. I nearly gave it up for dead, but a voice confided in me and said "a change in nigh, persevere . . . persevere".

So, I persevered and to my delight, the new look came!

At last, great covers, colourful and almost orderly reviews, a wonderful arcade section (only a double page?) more special features, more news, a bigger adventure section (keep up the good work Keith and Co.) What more can I say?

Well, it could be better. Slave driver, aren't I.?! Improvements? A bigger arcade section, more letter pages, more reviews for the Atari (Atari users are the most loyal bunch I know and they deserve better!), a review section for less popular computers, more reviews for the BBC, less reviews for budget titles, good coverage on other things happening around the world (*Letter from America*, is a great idea) AND a couple of pleas from the heart:

- 1) replace the original *C+VG* logo
- 2) Bring Back the Bugs — Bug Hunters is rubbish (No disrespect to Jerry Paris).

With these improvements *C+VG* will be in a class of its own again!

I have been buying *C+VG* since January 1982 and can remember listings for the ZX81. Since then I have been brooding about missing the first free gift. It was a strip of plastic with the bugs printed on it and it could have been used to stop ZX81 Ram pack wobbles. You haven't any lying around have you?

You could always have a column "A letter from Basildon".
HINT!

Paul Knight
Basildon

Talking about getting heated up, this guy seems a prime candidate for a tough of Grilling! Bug Hunters are rubbish are they! See if you think the same after you've been incinerated Mister Knight! OK, so the rest of your comments are pretty reasonable and I'm glad you've come back to *C+VG* — and anyway the Ed says we can't fry people who complain. Seems a shame to me, but there's no arguing with him. As to the strip of plastic stuck to the front of that early issue, well, all the left over bits were collected up and used in the construction of Jeffrey Archer, who I understand has since become someone quite famous . . .

● If you live on the Isle of Wight and have nothing to do on Saturday November 29th, then get yourself along to the Wight Computing Fair which is being held in Ryde Town Hall.

There will be special attractions including — weather satellite decoding, video digitising, and working modems. There will also be £500 worth of software and hardware prizes — all proceeds are going to two local charities. Sounds good, eh!

The Organisers,
I.O.W

You heard the man! Get down there! Where is the Isle of Wight anyway?

● Each month I buy your magazine, look through it and think to myself "It . . . it will be better next month, won't it?" then I turn to the back page to see what's coming next month.

A couple of months ago I saw something which made me think "Hey that's a good idea" it was the *Pen Pals* section. I would like

a female pen pal but when I looked through, none were suitable for me, so I thought I will advertise for one. I quickly wrote down what I wanted for a pen pal and what I am like and sent it off to you. A month later I received the next issue and looked for the pen pal page — but it wasn't there.

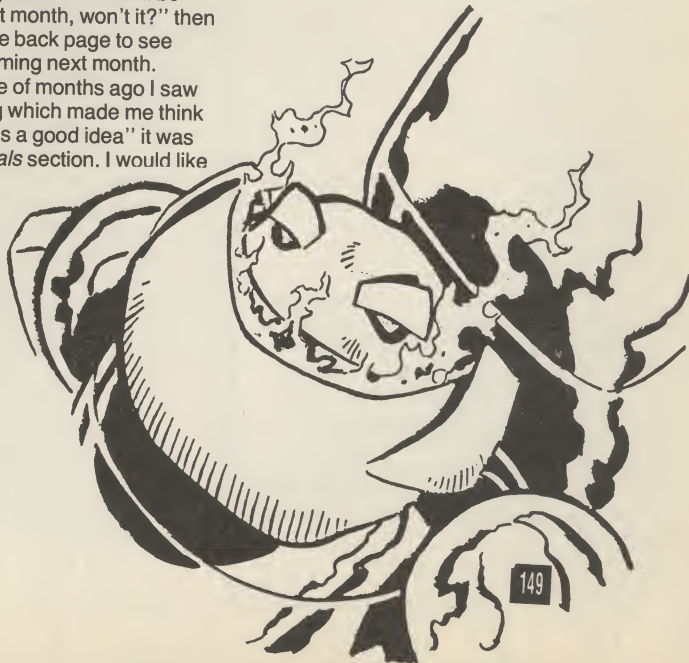
Two, more issues have since arrived but still no Pen Pal page. What's going on? If you print the *Pen Pal* page someone may want to reply to my ad.

My ad goes something like this — I am a 13 year-old-boy who wants a Speccy or Commodore owning female of the same age — must be good looking. I hate adventures but love arcade adventures etc.

Some parts of your mag are great. Hot Gossip and er, er, er the ads. Having finished slagging off your magazine I would like to say that I must admit *C+VG* is of a high standard and I enjoy most of it BUT it could be better.

Emlyn Williams
Essex

Huh! Who is Mr Hoity-Toity then? Hope you like the parts of your home I'm going to leave standing after my visit! OK! OK! Sorry, no more threats. The Ed really gets upset about senseless violence. But what's wrong with boy pen pals. You wouldn't be a junior male chauvinist piglet would you?



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PPPAL AGE

- Please, please, please could you put me in touch with an American pen-friend. I mean, I have tried everywhere I can think of, but, I still cannot find one. I would like a male pen-pal who is around 13-16 and I would like to exchange software and ideas with him.
Richard Burrows
Worcestershire
- I am an Atari owner with a cassette recorder. I have many games on cassette and would like to contact owners to swap games, tips etc.
Chris Glasson
Merseyside
- I own a Spectrum 48K with Interface II and printer. I collect pokes and games. Anyone can contact me, I don't care who, as long as they have a Spectrum.
Jon Bowen
Devon
- I am interested in trading software with anyone who has a C64 and disk drive. I would really like to try some of England's software and I am sure you would like to try some American software.
Chris Macionski
8456 Concord
Grosse Ile
Michigan 348138
USA
- I am a 15 year old, arcade game addict, Amstrad CPC464 owner and I want to hear from some (or all) of the thousands of other sensible people out there. Make your letters interesting — most interesting ones will be answered first! All letters answered. I have many of the best new games. Don't forget lists!!
Ashley Cotter-Cairns
Herts
- I am the owner of a C64 computer. I wish to contact other owners of the same computer. I wish to discuss, exchange ideas etc about the C64.
Bony Islam
1/2 D, Kavi MD Ikbal Road
Kidderpore
Calcutta — 700023
West Bengal
India
- Hi, my name's Britt and I am 17. I own a ZX Spectrum 48K and I would like very much to get in contact with a 17+ male, Speccy owner in the USA, Canada or West Germany. It would also be nice if you had some other interests, eg, Sport.
Britt Conacher
Stafford
- Any Commodore 64 owners want a penpal? If you do just write to me.
Daryll Collis
Cleveland
- I am a Commodore C16 and 1541, 1531 user in Germany and would like to get in touch with another C16 user. Write to me if you would like to swap software.
Henning Kuester
Deezbueller Strasse 22
2260 Niebuell
West Germany
- I own a Commodore Vic 20 and would like to find pen pals from any corner of the world who would like to exchange tips etc on cartridge, tape or paper, for the unexpanded, 3K/superexpander, 8K 16K Vic
J Fang
62 Husband Road
Forest Hill
Victoria 3131
Australia
If you live in Australia you can call me on 03 878 9125 after 3.30pm.
- I am an Atari 600XL owner. I have lots of software and utilities and I would like some pen pals from anywhere. We could exchange software talk about computers and send each other information. Please send your letters to
Andrew
Lim Enjoo
No 12, Lorong SS1/9A
47300 Petaling Jaya
Selangor
West Malaysia
- I am 15 and would like a penpal of about the same age and tastes, preferably outside Scotland. You must be mad on Adventures and willing to swap hints and tips with me.
Michael McCool
Dumbartonshire
- 16 Year old male C64 programmer (intellectual, frustrated, hard-up) seeks similar (preferably female) for help in a very early mid-life crisis. All replies answered, from any country.
Anthony Lees
Lancashire
- I own an Oric Atmos and would like to have penpals. I have nearly 400 titles and would like to swap hints, tips and games.
Jean Miginiac
16 Avenue des Flamants
Roses
13310 Saint Martin de Crau
France
- We are forming a user group for C16/Plus 4 owners. We will produce a club magazine with news, reviews of hardware and software, interviews with software authors, competitions etc.
David Baxter
Lanarkshire
- If you own a BBC and a 40 or 80 track disc drive, get in touch with me to swap hints, tips, games and questions.
Cameron Marshall
Wakefield
- Three Spectrum owners from Poland have written to the C+VG for help from readers with programming and games. If you are interested write to one of them.
Tomasz Bronisz
Paderewskiego 18
21-100 Lubartow
Poland
Pawet Dieksiewicz
Wola Osinska 10a
24-103 Zyrzyn
Poland
Mirostaw Potowski
ul. Wrolblewskiego 23/31
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Poland
- For British penpals please send your letter to C+VG.

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Why don't you stop playing games and read a book? They're not boring. Especially if they are science fiction classics like the novels Peter Nicholls talks about here. He's the Hugo award winning editor of *The Science Fiction Encyclopedia*.

SPACE

Science fiction has always had a close connection with computer games. Lots of people have been drawn to computer gaming through their interest in books — but these days it's just as likely to happen the other way around.

The very qualities that make SF what it is are also crucial ingredients of games. Lots of colour and action, a readiness to go in for some pretty weird lateral thinking and a strong element of problem solving.

The influence of science fiction isn't just restricted to arcade games. Lots of adventures, from Infocom's *Planetfall* to Level 9's *Silicon Dream* trilogy have used SF themes.

Most thrillers and romances set out simply to entertain — which is fine. But science fiction is different. It may be entertainment but it's mind stretching too.

In a world where everything is changing faster than ever before SF gives its readers a chance to start adjusting to changes even before they happen.

Here I'm going to suggest a list of the ten best SF books for computer gamers. In one way, of course, these lists are nonsense. Different people look for different things in books. Think of this as a list of books likely to be enjoyed by people who are fairly new to science fiction, and are mostly quite young, and like the problem solving element of computer games.

They may not be the ten best SF books ever, but if you read them you'll be in a pretty good position to start making your own judgements about good and bad in this field —



and make no mistake about it, there's a lot of rubbish around that could easily put you off the whole thing.

In 1956 a young scientist called Arthur C. Clarke published *The City and the Stars* (Gollancz). It was the first novel he had written, and some people think it's still his best.



Oddly enough, the book is almost an attack on computer gaming. In the city of Diaspar nobody has ever been outside the walls. They don't even know there is an outside. The infinitely complicated games programs they can plug into (with direct mind contact) give them all the adventure they need. But one young man feels that this is not enough. The tale of how he discovers what lies outside Diaspar is fascinating, moving and constantly surprising.

Also in 1956 *Tiger! Tiger!* (Penguin) by Alfred Bester became one of the all-time SF classics almost overnight. (In some editions it goes under the alternate title of *The Star's My Destination*.)

The book is partly about the discovery of teleportation (travelling by the power of the mind) and partly a truly manic revenge story. It has more original SF ideas in each chapter than most books have in their full length. It reads like a literary firework display.

Another great first novel was Brian Aldis' *Non-Stop* (1958, Grafton). One of my favourite SF themes has always been "discovering the true nature of your world". Some people might go so far as to say that this is what life itself is all about. In computer games, too, you are given a

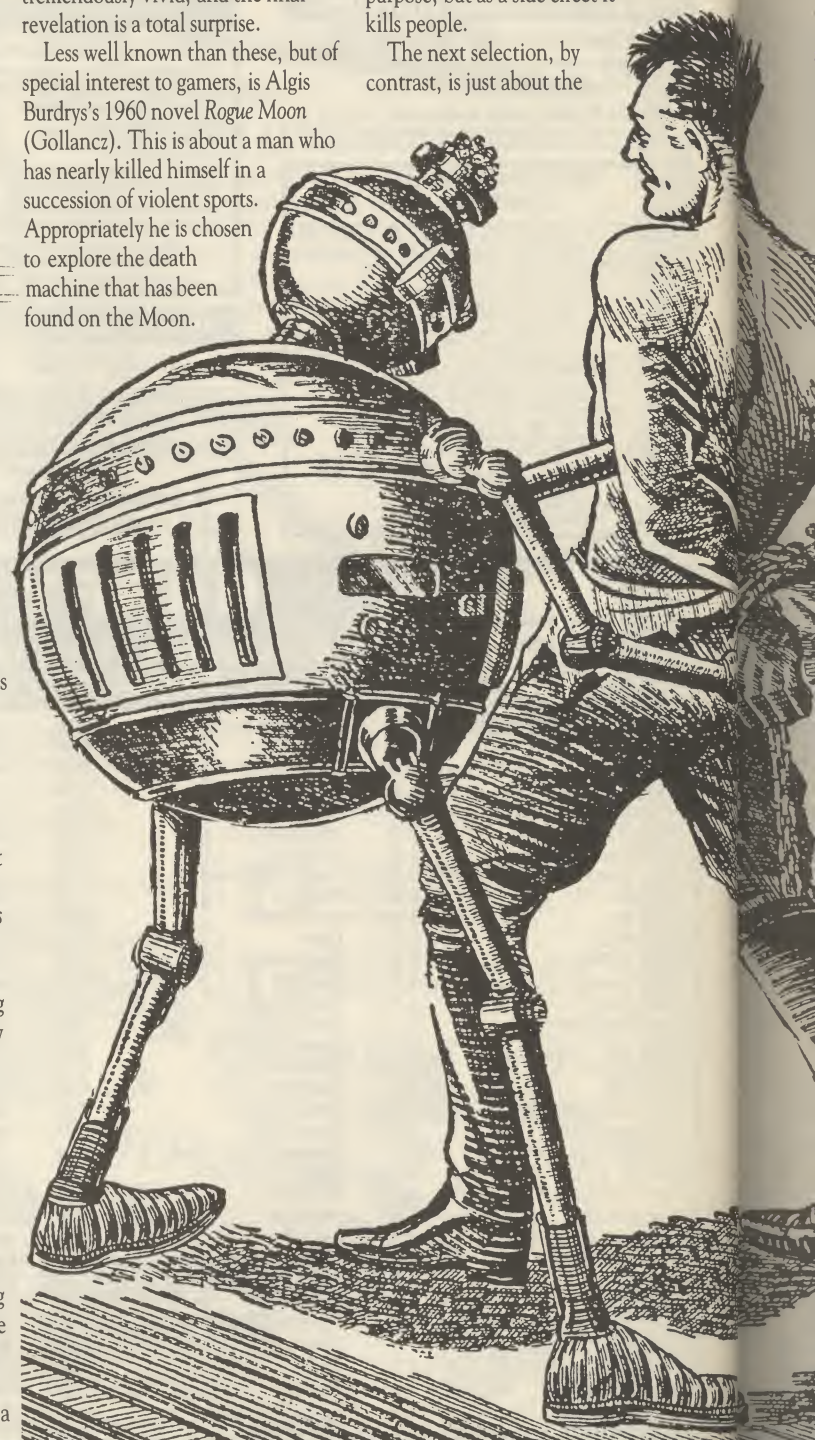
world, and have to find out what it means and how it works.

Aldis gives us a landscape containing metal walls. It's tremendously vivid, and the final revelation is a total surprise.

Less well known than these, but of special interest to gamers, is Algis Budrys's 1960 novel *Rogue Moon* (Gollancz). This is about a man who has nearly killed himself in a succession of violent sports. Appropriately he is chosen to explore the death machine that has been found on the Moon.

This machine is the nearest literary equivalent to an arcade game I've ever found in SF. It's been built by aliens, and nobody knows its purpose, but as a side effect it kills people.

The next selection, by contrast, is just about the



Ed Out

most famous SF novel ever written, Frank Herbert's *Dune* (1966, New English Library). The planet Arrakis is unwilling to give up its secrets to the young princeling Paul Atreides, but slowly he decodes the enigmatic secrets of this desert world, including

the function of the monstrous sandworms.

Dune is eccentric but always fascinating. All sorts of theories about history, psychology and ecology are flung out throughout the length of this huge novel.

Roger Zelazny is one of SF's mavericks. Half the time nobody is sure whether he is writing SF or fantasy, and the loonily entertaining *Lord of Light* (1967, Methuen) is a good example. On the surface it seems to be an adventure novel about the lively squabbles between various Hindu gods and the Buddha, Sam (short for Mahasamatman).

But then again, it seems to be a novel about the colonisation of another planet. It's all very weird, but by the end it makes sense, and it's told in a lively, lurid, hardbitten style — a kind of street poetry.

Blade Runner is one of the best SF films yet, but it isn't as interesting as the novel it was based on, *Do Androids Dream of Electric Sheep?* by Philip K. Dick (1968).

During most of Dick's writing lifetime (he died quite young a few years

back) he was regarded in his home country, America, as no more than a crazy pulp-writer, whose books were seldom given the dignity of a hardcover publication.



Over here, however, he achieved cult status, and he's now regarded as one of the giants of the field. *Do Androids Dream...* (which has been re-issued as *Blade Runner* by Grafton) is about a future Earth infiltrated by androids, artificial humans of great strength and intellect, but without compassion or real feeling.

The hero, whose task it is to search out and destroy these androids, begins to worry about his own humanity. Could it be that he is an android too? In the games this story plays with appearance and reality, the book is really asking, what is it that makes us human?

It wasn't only the fifties and sixties that produced great science fiction. We're doing pretty well in the eighties too. The years 1980-1983 saw the publication of the four-volume series *The Book of the New Sun* by Gene Wolfe (Arrow Books).

The first volume is called *The Shadow of the Torturer*. You should be warned that what looks like a teenage adventure story set in the far future is really very grown up indeed. I would not recommend this particular series to anybody new to science fiction — they might be too difficult to follow — but it has a strong claim to be the most sophisticated science fiction book ever published.

The hero is an apprentice in the torturer's guild, but the story is

definitely not an exercise in sadism. The world he lives in is our own a long way ahead, after the rise and fall of the Age of Technology.

Surprisingly, the computer itself has not received a particularly searching treatment in SF. But there is one young writer who has envisaged a world in which the computerised communications network is so elaborate that it almost forms a new philosophical entity, a new kind of space, called cyberspace. You can enter cyberspace through direct brain-implant modems.

The writer is William Gibson, and his award-winning first novel, *Neuromancer* (1984, Grafton) is an exciting thriller about a hacker, a computer jockey, who gets out of his depth tackling black ice (computer security systems programmed to create deadly feedback in the brains of those who try to break through them). When you read this story you can't help feeling that this is hardly fiction at all; this may really be the world of the near future.

Modern physics — unbelievably way out but with a real grounding in relativistic and quantum mathematics — is the foreground of my most recent choice, *Eon* by Greg Bear, just out from Gollancz. Don't let that mathematics talk put you off. This is not just science fiction. It's an un-put-downable adventure as well. An apparently abandoned space craft is found not far from Earth. It's a hollowed-out asteroid around 250km long, with seven chambers inside.

It seems to come from the future. But the real marvel is the seventh chamber, which is bigger inside than out. Much bigger. Possibly infinite, and certainly more than 1,000,000km long. How can this be? And does anybody live there?

People who have been complaining in recent years that SF is losing its sense of wonder should immerse themselves in the multi-dimensional space of this one, which is almost like an up-to-date version of the very best Arthur C. Clarke, back in the days of his prime.



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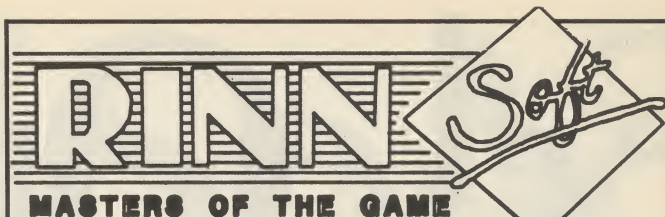
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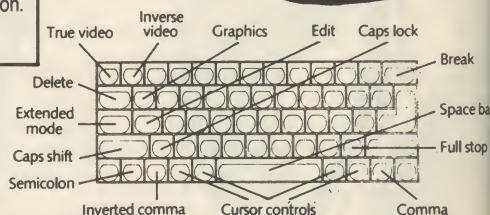
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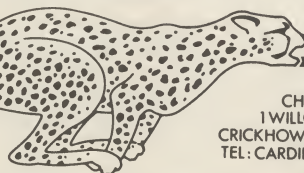
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Hot Gossip

OK you lot! Eyes down and ears at the ready for the first new look **Hot Gossip** page. The Ed has told me that I can let off a little steam about what gets up my nose — and I assure you it is a **VERY** big nose — in this industry. I won't mince my words about the topics to be discussed, and I won't hold back on letting you know who the bad guys are!

There are times when I feel physically sick and frustrated with the same old boring repetitive clap-trap that software houses call games. We have not moved on as an industry in the last two years. Take a look at the various charts and you will see the same old

There isn't one software house out there consistently producing truly innovative software. What most of them are doing is producing very slick L+R jobs with superb graphics, great music and sound effects.

Why are they doing it?

Because **YOU** are buying their games by the thousands. There is a demand and software houses are justifiably catering for it. But don't you see, it is almost self-perpetuating.

The longer **YOU** keep buying them the longer they keep producing dull, soulless — but very pretty — software.

Even arcade and film licenses converted to home micros tend to be glossy L+R. Many of them sell and top charts because a lot of you just do not stop and think before you buy. You are forking out around £8 for a name and very little else.

The ball is in **YOUR** court. It always has been, but I don't think you have realised it.

Make software houses sit up and take notice. You are the only ones who can do it. They will not listen to anyone else. It is **YOU** who will make or break them, so use that power to get the software **YOU** want.

If you are happy playing the same old games for the next five years then fine just carry on as you are. If you want to see a change, then get off your bottom, pull your finger out and write to software houses. Let them know the kind of software you want them to produce.

Whether you agree with me or not, drop me a line. I will be very interested to hear what **YOU** think.

REMEMBER: YOUR INDUSTRY NEEDS YOU!

"Allo my son, are you comin' down the boozer?", the crafty, and thirsty, old man asked.

"Gosh no, I'm frightfully sorry old chap, I know we would have a really spiffing time and all that, but I must go home." And with that I tried to leave the scene gracefully.

"Yeah, but they've got darts, bowlin' and 'ockey down the pub, not like them pretend computer games you play at home!"

"Goodness! You've just reminded me. I **CAN** play them at home now. I have got **Indoor Games** from Mindscape software!"

Indoor Games is the latest (sports?) simulation to hit the Commodore 64. It comes from those Mindscape people in the US. It looks set to appear under the Gold label in the UK.

It offers three sports — Darts, Bowling and Air-Hockey, played one-on-one.

On loading Darts you are faced with an options page (as with all three sports). This allows you to choose solo, one/two players or demo mode. Also choose double on/off, game length (301, 501, 701), skill level and game speed.

When options have been selected you switch screens and face a dartboard with a dart which you can move across the bottom of the screen via the joystick. When in position you press the fire button to hold it in place then wait for a power gauge to reach the desired strength, tap the fire button and away it goes.

The graphics are very tasty and you do get a feel for playing the game (which had been missing in previous versions I had seen). Sound is the bare minimum, but that's what you would expect!

Ten-Pin Bowling offers you a wide range of options also,

solo/1 + 2 player, balls (weight and alley slickness!), games per series and skill level.

You are shown a man about to pick up a ball you than move him to where you want across the bowling lane and press the fire button to move another arrow across the lane to show the line of the ball.

On release of the button he starts to bowl as he comes to the lane you can adjust his swing and follow through with the joystick.

When the ball is released you are shown the ten-pins and the ball hurtling towards them and the player's face (his expressions range from a stupid grin to grinding teeth). Your score is marked on a card at the bottom of the screen.

The final offering is Hockey. It is the simplest of the lot in



presentation and play.

It's not the Hockey you may have played at school. It's air-hockey the game which is found in arcades. The play area is simple enough. Just a centre circle and goals at either end. There is a puck and the player has a stick which looks like an Atari joystick.

As the game is played on a thin layer of air the puck and you sticks slide very fast across the pitch.

Overall the package is well presented, sound is OK and there are a few ditty's for you to hurr.

Tony Takoushi



tired themes again and again.

The games in the charts fall into the three main categories of Ladders and Ramps, Sports Simulations and Shoot 'em ups.

Of the three the most absurd concept is L+R. It helped start this industry and has gone on to suffocate it. Ladders and Ramps **RULE** — but it is **NOT OK!**

There will always be room for definitive copies of arcade originals and for quality, state-of-the-art software. What we **DON'T** need are 999 copies of popular arcade/computer games.

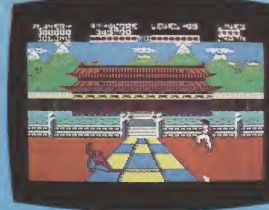
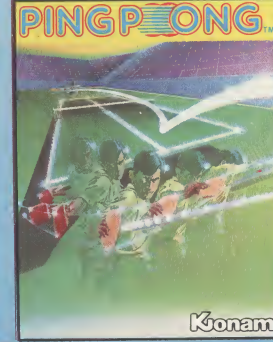
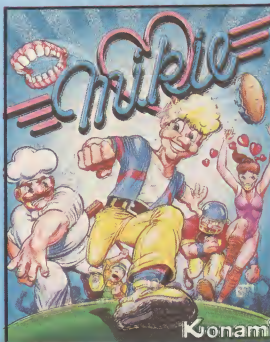
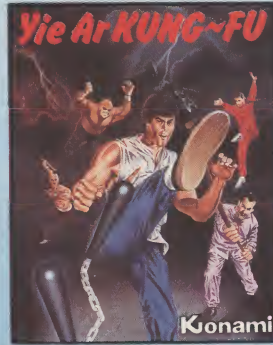
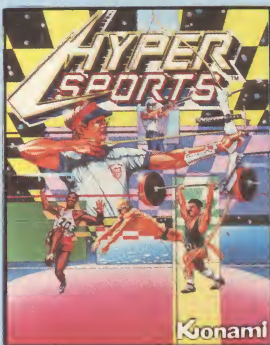
A few years ago the market was swamped with versions of *Space Invaders*, *Pacman*, *Galaxions* and *Donkey Kong*. Today there are no longer "versions", they are called licenses.

Companies claim programmers are to blame, maybe they are but they need to earn a living and if they do not get active support they starve. So instead of writing original games they do conversions and souped up rehashes of current chart/arcade hits.

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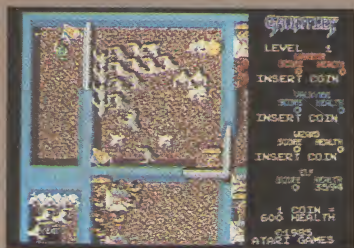
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